

Title: **Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **April 21, 2016, 06:48:51 pm**

# BLOODYHELLS

## BATTLEFAILED: THE REVIVAL

*"The king's terms were laid out simply. The Lustrous Artifact had a use for dwarves like us; that is, hardened convicts with no families or anything to lose. We would be the first in line to lead an expedition into the darkest corners of Aluonra. To carve out an outpost, lay claim the untold riches that lay buried there, and put a stop to the dwarf necromancer Tosid Rushaxe and his clan. It was either this, or "the hammer" we were told. The death sentence, or a shot at everlasting glory? An easy enough choice... or so we thought at the time. How little we knew...*

*And thus, we set out upon our suicide mission. Over the Infected Hills, across the Murk of Pain, through the Forest of Murders, until at last we arrived at our destination: the heart of the necromancer's accursed domain. It's safe to say, we've been through a lot to have come this far. Oh, the sights we've seen! Death... death and horror beyond words! But nothing could've prepared us for the **hells** that awaited..."*

—Some dead guy

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This is a tribute of sorts to the classic Battlefailed series. For the uninitiated, I would recommend making yourself acquainted with the saga's rich, !!FUN!! filled history.  
Battlefailed (<http://www.bay12forums.com/smf/index.php?topic=57052.0>) - Failcannon (<http://www.bay12forums.com/smf/index.php?topic=64258.0>) - Hellcannon (<http://www.bay12forums.com/smf/index.php?topic=96005.0>) - Horrorfailed (<http://www.bay12forums.com/smf/index.php?topic=114971.0>)  
Many of the image links are missing from the original topics. Fortunately, there is a .doc archive of Battlefailed (<http://dff.d.bay12games.com/file.php?id=10721>), helpfully restored by Zuglarkun.

The Embark:  
Spoiler (click to show/hide)

Local



Region



World



The Suicidal Hills

Temperate Savanna  
Temperature: Warm  
Trees: Sparse  
Other Vegetation: Moderate  
Surroundings: Terrifying

Brk: FrdcInd th Grp of Ltt

Sand  
Shallow Clay  
Very deep soil  
Aquifer  
Deep metals

The Windy World

The Continent of Galleries

You have arrived. After a journey from the Mountainhomes into the forbidding wilderness beyond, your harsh trek has finally ended. Your party of seven is to make an outpost for the glory of all of Suvaszan. There are almost no supplies left, but with stout labor comes sustenance. Whether by bolt, plow or hook, provide for your dwarves. You are expecting a supply caravan just before winter entombs you, but it is Spring now. Enough time to delve secure lodgings, ere the ogres get hungry. A new chapter of dwarven history begins here at this place, Nashonshash, "Bloodyhells". Strike the earth!

All you really need to know is that this place is about as inhospitable as it gets.

- The Turn List:  
(Playing - Completed - Partially Completed - Skipped)
- Sanctume 1 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg6956239#msg6956239>) 2 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg6957221#msg6957221>) 3 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg6958406#msg6958406>) 4 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg6958685#msg6958685>) 5 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg6959571#msg6959571>) 6 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg6960655#msg6960655>)
  - Spish 1 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg6979155#msg6979155>) 2 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg6990693#msg6990693>)
  - Imic 1 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg6991916#msg6991916>) 2 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg6997279#msg6997279>)
  - Gwolski 1 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7028284#msg7028284>) 2 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7029783#msg7029783>)
  - Iamblichos
  - TheFlame52 1 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7034244#msg7034244>) 2 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7035557#msg7035557>) Senshukan's Diary (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7035557#msg7035557>) 3 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7035868#msg7035868>)4 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7035899#msg7035899>) 5 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7035955#msg7035955>) 6 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7037483#msg7037483>) 7 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7037565#msg7037565>) 8 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7038576#msg7038576>)
  - Archereon 1 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7040451#msg7040451>) 2 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7042776#msg7042776>) 3 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7043845#msg7043845>) 4 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7046702#msg7046702>) 5 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7051485#msg7051485>) 6 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7063025#msg7063025>) 7 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7067862#msg7067862>) S (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7073455#msg7073455>)
  - Eric Blank 1 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7075374#msg7075374>) 2 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7076720#msg7076720>) 3 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7078716#msg7078716>) 4 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7079007#msg7079007>) 5 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7080184#msg7080184>) 6 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7083350#msg7083350>) 7 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7084278#msg7084278>) 8 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7085460#msg7085460>) 9

- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7086937#msg7086937>)
- 9. TheImmortalRyukan
  - 10. Clover Magic
  - 11. Puzzlebark
  - 12. Deus Asmoth 1 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7118032#msg7118032>) 2
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7137239#msg7137239>) 3
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7149041#msg7149041>)
- 13. Crashmaster 1 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7162216#msg7162216>) 2
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7163564#msg7163564>) 3
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7167876#msg7167876>) 4
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7172876#msg7172876>) 5
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7175415#msg7175415>) 6
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7179082#msg7179082>) 7
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7183214#msg7183214>) 8
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7184507#msg7184507>) S
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7186570#msg7186570>) 9
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7197822#msg7197822>)
- 14. Zuglarkun 1 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7204773#msg7204773>) 2
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7218093#msg7218093>) S
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7230005#msg7230005>) 3
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7232453#msg7232453>) 4
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7232769#msg7232769>)
- 15. snackfox
  - 16. Dozebôm Lolumzalis
  - 17. Lebo 1 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7281374#msg7281374>) 2
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7288166#msg7288166>) 3
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7288770#msg7288770>) 4
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7292013#msg7292013>)
- 18. TheError
  - 19. Spriggans
  - 20. Ghills 1 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7312056#msg7312056>) 2
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7320022#msg7320022>) 3
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7320424#msg7320424>) 4
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7322769#msg7322769>) 5
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7326751#msg7326751>)
- 21. NCommander 1 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7328075#msg7328075>)
  - 22. The Master
  - 23. Fleeting Frames 1 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7344685#msg7344685>) 2
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7352036#msg7352036>) 3
- (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7358778#msg7358778>)
- 24. DoritioMaster
  - 25. Gwolfski
  - 26. TheFlame52
  - 27. Eric Blank
  - 28. puterking
  - 29. Evaris
  - 30. Kamani

Players have **three days** to claim the save once they've been reached on the list, and **two weeks** to play the year before I bring the hammer down. I am, however, willing to extend the deadline if necessary. If you're too busy to play, you are allowed to move yourself further down the list... provided you have not been skipped.

...this page is partially constructed.

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Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin...**  
Post by: **Spish** on **April 21, 2016, 06:49:08 pm**

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- The Dorflist:
- Arthropleura, Elf**
  - Evaris**
  - Kamani**
  - ~~Andreus, "Endlessly Resurrected" — Requires a private library area~~
  - ~~Archereon, Elf~~
  - ~~Balnash, Brewer/Speardwarf — Militia Theory: "Keep 'em at the end of your spear, an' they can't get at ye."~~
  - ~~Crashmaster, Mechanic~~
  - ~~Clover Magic~~
  - ~~Deus Asmoth, Scholar~~
  - ~~Dorito, "Fail Priest"~~
  - ~~The Error, "Crazy Old Man"~~
  - ~~The Flame, Founder and/or Smith~~
  - ~~Ghills~~
  - ~~Gwolfski, Mechanic~~
  - ~~Imic — Necromancer of Threads~~
  - ~~Lebo~~
  - ~~The Master~~
  - ~~NCommander~~
  - ~~Niner, "Glorious Overlord" — Militiadwarf~~
  - ~~Puzzlebark~~
  - ~~Ryukan, Bookkeeper~~
  - ~~Sanctume~~
  - ~~Senshuken~~
  - ~~Silverlock~~
  - ~~Species Unkn0wn — Speardwarf~~
  - ~~Spish, Fisher dwarf~~
  - ~~Spriggans~~
  - ~~Taupe, Woodcutter/Woodburner~~
  - ~~Twinwolf II~~
  - ~~Zuglarkun~~
- (I'll need to look over the save and update this next time I get the chance)

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Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin...**  
Post by: **Clover Magic** on **April 21, 2016, 06:58:34 pm**

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I aske din the other thread, but might I have a dorf and a turn? :x

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Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin...**  
Post by: **Twinwolf** on **April 21, 2016, 06:59:49 pm**

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PTW. Read through all the previous Battlefailed forts a while ago.

Not going to ask for a turn, but a dorf would be nice.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin...**  
Post by: **Sanctume** on **April 21, 2016, 07:03:00 pm**

I am downloading the save as I post.

Shall I download the latest LNP PE posted today also? Yeah, I might as well.

edit: LNP taking too long to download so I'll start it using 0.42.06-r02

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **TheFlame52** on **April 21, 2016, 07:32:14 pm**

PTW and gimme a founder, any founder. Otherwise I'll take a smith.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Sanctume** on **April 21, 2016, 07:52:33 pm**

I haven't unpause yet, just looking at DTherapist to get some quick info down.

- The Dorfed List**
- (dorfed) Imic - Miner/Mason
  - (dorfed) Niner, "Glorious Overlord" - Militiadwarf
  - (dorfed) Ryukan, Bookkeeper
  - (dorfed) Sanctume
  - (dorfed) Spish - Sheriff
  - (dorfed) Taupe, Woodcutter/Woodburner
  - (dorfed) TheFlame52, any founder of smith

- The Pending Dorf List:**
- Andreas, "Endlessly Resurrected" - Requires a private library area
  - Archereon, Elf
  - Clover Magic
  - Twinwolf
  - Zuglarkun

First thing, what do we have?

[Gender FM] [Name] [Last] (dream) preferences.

[skill lists]

1. F ~~Momuz~~ **Niner** Ringgorged, "Glory Overlord" (art) iron.  
Competent Hammerdwarf, Competent Shield, Adequate Dodger
2. F ~~Mesus~~ **Flame** Paddleroast mail shirts  
Novice: Woodcutter, Diagnostician, Surgeon, Bone Doctor, Suturer, Cook, Bone Carver, Adequate Dodger
3. F ~~Aban~~ **Imic** Earthcreatures (skill) maces  
Competent Mason, Adequate Miner, Novice Building Designer, Adequate Dodger
4. M ~~Rith~~ **Spish** Spashoil (mw) hatch covers  
Competent Engraver, Adequate Miner, Novice Building Designer, Adequate Dodger
5. M ~~Vuear~~ **Sanctume** Plaitedurns (skill) bismuth bronze, magnetite  
Novice: Grower, Soaper, Potash Maker, Lye Maker, Brewer, Butcher, Tanner, Adequate Dodger
6. M ~~Legem~~ **Taupe** Giftedpaint (art) Large gems  
Novice Carpenter, Woodcutter, Wood Burner, Proficient Dodger
7. F ~~Sazir~~ **Ryukan** Diamondsling (skill) war hammers  
Novice: Wood Crafter, Stone Crafter, Record Keeping, Organizer, Appraiser, Negotiator, Dodger.  
The current expedition leader.

We all happy with this?

*The immediate surroundings indicate there is a Giant Osprey Corpse flying high up to the northwest, and a Giant Snail Corpse closer to the south east.*

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Puzzlebark** on **April 21, 2016, 07:53:02 pm**

May I get a dorf and a turn? Also, yes. The embark looks good enough.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin...**  
Post by: **Spish** on **April 21, 2016, 08:25:28 pm**

Yeah, looks good over here. Spish Splashoil, try saying that five times fast :P

Quote from: Clover Magic on April 21, 2016, 06:58:34 pm

I aske din the other thread, but might I have a dorf and a turn? :x

Whoops, something was bound to get lost in all the copying and pasting. Won't happen again.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Taupe** on **April 21, 2016, 08:30:41 pm**

Oh fuck why did I have to volunteer for woodcutting duty in a biome like that...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Crashmaster** on **April 21, 2016, 09:06:59 pm**

Sign me up for a turn please. Dwarf as a mechanic if possible.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Spish** on **April 23, 2016, 12:44:31 am**

Edit: You know what, the random crashing is probably just me, what with these beta tools and ingame cursor shenanigans. Nothing to see here, do still save often though.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Sanctume** on **April 23, 2016, 12:31:37 pm**

*ooc - I had one crash, had such a nice layout too before summer **without injury!** :(*  
*The crash was seemingly eating up CPU. DThreapist or DF is in constant "mouse cursor hourglass" as if it's waiting for something.*  
*Ctrl+alt+delete, and end process and the progress was lost.*  
*Anyway, I'm feeling refreshed after playing some XCOM2 last night instead.*  
*/ooc*

Only on the 2nd month Slate, and all I can report is "we're still alive."

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Deus Asmoth** on **April 24, 2016, 06:10:41 pm**

Can I get dwarfed as a scholar and go on the turn list?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Sanctume** on **April 25, 2016, 12:57:44 am**

## Chapter 1: Bloodyhells

*Early spring of the year 300 on the temperate savanna of The Suicide Hills.*

I stopped thinking of the unfairness that I find myself on the receiving end of the King’s justice. The past remains back there as always, and it will be there if I wish to revisit the pains of regrets. No, I must make do with my current situation, and keep looking forward in the future, whatever this desperate journey may unfold.

The silence of our weary travel is broken by the grunting of the pair of breeding yaks that pulls this saguaro wagon, heavily laden with our sorry arses and meager supplies. The soothing rhythmic of the creaking wooden wagon over dense dead meadow-grass is joined by the crashing of ocean waves foaming over vibrant blood-red sands.

Perhaps in another place and time, this symphony of nature would fill a traveler with peaceful contemplations. But not this time because I witness passing by dead lentil plants , dead prickly berry bushes, and dead highwood trees along this sea of dead grass. The red sand bubbles from the sea foams that leave behind yellow pools of acrid slime.

Miss Ryukan Diamondsling, the poor noble who pulled the short cave wheat straw, is leading this expedition. She’s a lusty one for sure, but is quick to anger even though she does not easily hate.

Ryukan announces from atop the wagon, “We are here. By the authority of the king of The Lustrous Artifact, I dubbed this outpost, Bloodyhells. Gentle ladies and dwarfs, I shall take the offices of all administrative duties. Our Sheriff is Mister Spish Splashoil, and our militia commander will be Miss Niner Ringgorged.”

With that formalities out of the way, she looks at Niner strapped with a copper war hammer, and finally nods. Did I mention that Ryukan likes war hammers, and probably hammering?

Miss Niner Ringgorged has the title of "Glory Overlord", and begins barking orders, “You miners just go dig us a hole, and wood cutters cut only a few trees at a time. I want a tight perimeter, no wandering about. And I need a volunteer, a sparring partner, for Bloodyhells’ first squad, The Armored Kings. But for now, you're all recruits.”

Miss Imic Earthcreatures who likes maces and is a competent mason, and Mr Spish Splashoil who likes hatch covers and is a competent engraver; both hefted bronze picks from the wagon and start digging underneath the modest dune.

Miss Flame Paddleroast who likes mail shirts is a novice doctor, and Mr Taupe Giftedpaint who likes large gems is a novice carpenter; both wielded bronze battle axes to chop down the dead trees near the murky pools of water.

I am Sanctume Plaitedurns who is assigned the duties of growing food. My hopes to learn herbalism is crushed because every plant I see here is already dead.

I end up here in Bloodyhells after telling the law-giver, “You goblins would convict a finely minced cheese roast of murder and dwarfs would not question it.”

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Niner scouts the immediate surroundings and indicated that there is a Giant Osprey Corpse flying high up to the northwest, and a Giant Snail Corpse closer to the south east.

Niner says, “What’s in Bloodyhells? An Armok cursed flying corpse and a crawling corpse!”

As soon as the miners dug some room, we rushed unloading our wagon and hauling our meager supplies inside. Niner declares the area as “Safety Inside.”

Two dead willow trees, and the nearest dead apple tree a bit to the north are marked for cutting as Niner sets the “Outside Path” while she scans the undead giant osprey moving far to the northeast.

--

A hasty mason’s shop is erected, and Imic produced a well-crafted door to be our protection from the outside.

The miner’s dig down to discover damp stone on the fourth level, so they dig a short path then an upward stairs into a room and secured by a well-crafted cobaltite hatch cover.

--

The monotonous labor of hauling logs is flavored by the danger of the outside. Doc Flame insists on including the dead apple logs be part of “Outside Path” despite Niner’s reluctance.



A giant osprey corpse swoops down from the skies with incredible speed and charges the stubborn cow yak that is slow to move to its grassless pasture. The collision was so brutal that the cow is knocked over and tumbled backwards.

The giant osprey corpse begins attacking Doc Flame...

**Doc Flame** screams like a girl her at top of her lungs, “Stop! This isn’t happening!” “Help! Save me!”

Her 86 year old bones carried her arse, running wildly, screaming, heading south, and fortunately not into the pools of acrid slime.

She drops the bronze battle axe and says, “I was attacked by the dead” then looks back, “The battle rages... Ahhhhhh! No!”

**Niner, Glory Overlord**, Bloodyhells militia commander, flees running to the southeast but manages to give orders for everyone to join the fray.

[Spoiler](#) (click to show/hide)

```
The giant osprey corpse misses the chief medical dwarf!
`Flame' Idenibesh, chief medical dwarf: Stop! This isn't happening!
`Flame' Idenibesh, chief medical dwarf: Help! Save me!
`Flame' Idenibesh, chief medical dwarf: I was attacked by the dead.
The horror...
→`Flame' Idenibesh, chief medical dwarf: The battle rages... Ahhhhhhh!
No!
```

*(ooc The battle reports are confusing with references to recruits. Everyone now has a humble title.)*

**Admin Ryukan** lands a punch on the head but this made the giant osprey corpse react by charging. She is knocked over and tumbled backwards from the collision.

Ryukan stands up and throws left and right combination punches, many of which just glance away.

**Farmer Sanctume** throws punches wildly causing bruising, and finds it more effective to bite the left foot of the undead.

The giant osprey corpse charges the farmer until the collision knocks him over, tumbling backwards.

**Taupe Woodcut** joins the fray with his wild punches claiming, “I cannot just stand by. This might require an answer.”

The undead attacks Taupe but misses many times over. “I was attacked by the dead. This is truly horrifying!”

Taupe wonders, “Has the ride turned? I feel no terror.”

*\*\* Where is our militia commander? \*\**

Niner, the Glory Overlord initially fled from battle, like a girl, in reaction to Doc Flame, until what little discipline kicks in, “This is a fight! I must press on.”

[Spoiler](#) (click to show/hide)



**Miner Imic** emerges from the entrance and joins in by punching.

**Sheriff Spish** joins the rumble and bites the undead in the right wing. The giant osprey corpse knocks Spish away, but Spish stands up and bites the left wing this time, latches on, and starts striking the left wing with his bronze pick.

Sheriff Spish lodges the bronze pick in the corpse’s head and fracturing the skull.

[Spoiler](#) (click to show/hide)



Here is everyone's immediate aftermath thoughts:

Spish, Rykan and Sanctume: "I was attacked by the dead. This is truly horrifying."

Flame, "I have a part in this: I will take revenge!"

Niner, "This is my fight too: I will take revenge!"

Taupe, "How fleeting life is: Begone fear!"

The giant osprey corpse is nothing now but a mangled corpse. Bloodyhells, indeed!

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Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Taupe** on **April 25, 2016, 10:15:16 am**

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I must admire my dwarf's quasi-instant journey from innocence to sheer lack of fucks given.

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Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Sanctume** on **April 25, 2016, 12:35:27 pm**

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## Chapter 2: Wood, Stone And Iron

*Spring 300*

We are a bunch of lucky beards to have survived that attack from giant osprey corpse. The chaos that ensue affirms to myself that I must step up if I want to have any chance of surviving in this Bloodyhells.

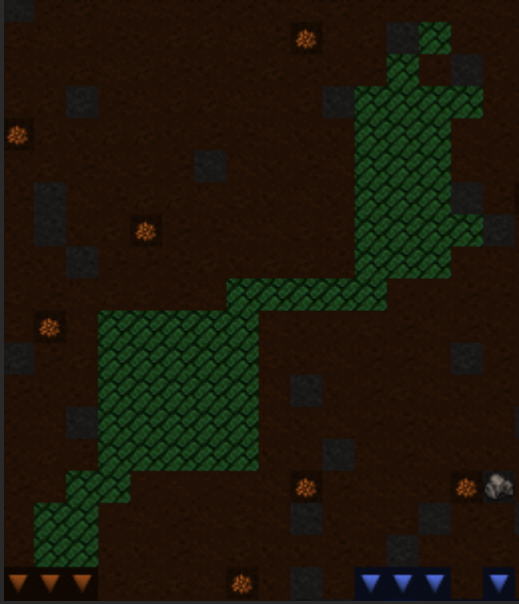
There is no formal announcement from me about taking authority, so it is rather a natural flow of things going back into semblance of order. I talk to each of my friends, for what better way to cement friendship than a death defying experience. I ask questions, point out immediate issues, suggest ways of solving problems, and express my thoughts with a hopeful future in mind.

It is now the late into spring, the 24th of Felsite, and I report that "we are still alive" despite a normal sized osprey corpse and a giant osprey corpse roams the region.

Disgust was our first reaction when a swarm of six giant roach corpses fly over the treetops to the northwest. However, this a fortunate event for these roaches seem to move slower. We take this opportunity in spurts of activity hauling logs from the outside while keeping close watch on those moment when the flying undead stray closer to the wagon.

These sketches the outpost entrance is to the bottom left, with the wagon yet to be scuttled, and dead apple wood logs await their use for needed for beds, barrels, and charcoal. The “Outside Path” indicates where we may walk on when outside.

[Spoiler](#) (click to show/hide)



**The Front Entrance** is hastily dug to bring our meager supplies from the wagon. Rykan actually insists in carving an office for him, while Taupe and Flame want a room for their ducks.

Imic is more prudent in digging an area for a mason’s shop and uses the three precious stones we bring along into a well-crafted olivine



door, a well-crafted cobaltite hatch cover, and four blocks of petrified wood.

The olivine front door is our first protection from the outside, so this room is temporary and I put a halt on any priority for furniture or nest boxes for the ducks.

We must dig deeper, but this plan is retarded when the Spish encounters damp stone four levels down. So then the stairs leading down two levels diverts to a short hall and an upstairs onto a foyer secured by a well-crafted cobaltite hatch cover.

Legends say that such design up entryway makes hatch covers nearly indestructible. I have to see it to believe it, but this is what we have now and I pray to Armok that we will be safe.

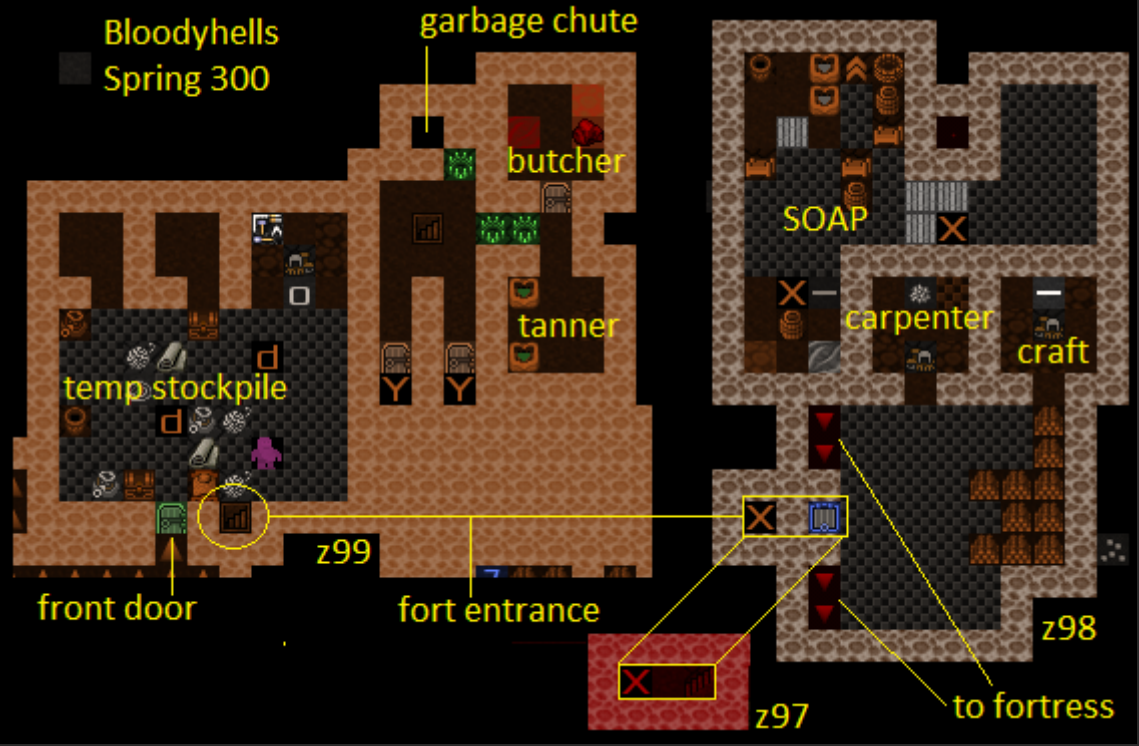
**The Foyer** now serves as a wood stockpile with it's non-square configuration is due to damp dirt walls. Taupe builds the carpenter and craft shop to the foyer's north.

**The Butcher** area is on the same level as the foyer but there is no direct path from this level.

We have great concern on what happens to any recently deceased this part of the world. I am most worries on the pair of yaks who do not have a pasture to feed on. A butcher and tanner shop is built with cage traps on the hallway. The a shallow two levels deep garbage chute is set opposite a pair of closet rooms with hungry yaks inside and secured by stone doors.

**The Soap** area is a finicky endeavor and has importance as Doc Flame insists that be made a priority. So below the butcher are modest stockpiles for pressed cake, pressed pastes, fat, and soap bars. A quern, a presser, an ashery, and a soaper shop makes this area functional. I use three of the five rock nuts to brough and make rock nut soaps bars. I hope to grow more quarry bushes from the remaining two nuts.

[Spoiler](#) (click to show/hide)



**The Fortress Proper** descends west from the foyer above though twin ramps that leads to our precious drinks and prepared food. Our future dining hall is situated to the west awaiting furnitures.

North of the twin ramps are my modest farm plots in efficient single rows for seven seedlings. Small piles for four barrels, and four rock pots (never wood pots!) will serve the needs of the still, kitchen, farmer's shop, and the modest pile for plants, fruits, milled and leaves.

A short hall to the east are the upstairs to the soap and the butcher, a lever to smash the garbage, meat locker, and nest boxes for the ducks.  
steps

To the west is the future expansion area for when we have pig tails to process into threads and clothing as well as other textile products.

South of the twin ramps is an expanding excavation from the discovery of conglomerate rocks and hematite ores.

A mason, stone crafter, and mechanic shops convenient surround our stone pile. The stone quarry now delays the need to breach the aquifer.

Imic and Spish also struck hematite much to the delight of Niner. This unexpected boon establishes a modest forge with a smelter and wood furnace.

Beside all of these, I am pleased make compromise of creating beds that can function as individual bedrooms, or public dormitory, or be part of the hospital.

The aquifer, be it a curse or a blessing is capped over into a functioning well.

And from this well, we have a water source safe from the outside. It was natural to dig rooms for near this well and convert them into a hospital when needed. We have soap now. I await for summer to plant pig tails and make thread and cloths.

[Spoiler](#) (click to show/hide)



Slow and steady, iron weapons and armors are starting to be produced.

Niner, Glory Overlord, already wears an iron helm and wielding a superior iron war hammer. Much charcoal is needed to keep the forge making iron weapons and armors.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **TheFlame52** on **April 25, 2016, 01:49:44 pm**

Make some cages and stick cage traps under those yaks. When they starve and reanimate we'll have caged zombie yaks we can do something with.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Sanctume** on **April 25, 2016, 02:02:02 pm**

But that's no fun! I'd rather do something with caged Giant Corpses.

But yeah, that's a good idea provided we have more wood logs.

And what, no love for the soap bars? These are rock nut soaps, quite a task, but I understand it's not impressive.

The garbage chute should work, but I usually make it 5z deep. This one is only 2z deep, for now.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Taupe** on **April 25, 2016, 04:10:17 pm**

So far so good. That's a friggin good hematite vein right there too.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Sanctume** on **April 25, 2016, 09:15:50 pm**

### Chapter 3: Under Passage

*The Butcher, Bloodyhells*

Niner seems to be twitchy, unable to stay put in one place, pacing back and forth for the front door to unlock so as to run out and gather more logs to make charcoal.

Niner announces, “I am almost done with a complete set of iron armor. I just need to finish a breastplate.”

Sanctume says, “We have a problem. The pair of yaks are starving and I can hear their grunts through stone doors. We have to butcher them soon.”

Niner responses, “Well, now is a good time as any to start killing them. I’ll tell you what, I will station The Armored Kings outside the butcher and we’ll be ready.”

Sanctume points out, “You are the sole member now, everyone is working on their own jobs.”

Niner ponders, “How about you join? I can use a sparring partner.”

Sanctume considers that offer, “I would join if you make me a set of iron armor too, deal?”

Niner exclaims, “Sure! Now to get more wood.”

Sanctume interrupts, “I’ll join later. First, we need to butcher these poor yaks.”

There is no outstanding mining to be done yet, and the front door is locked so we use this time to pick up the disgusting remains of wormwoods vermins that clutter the farm, kitchen and still.

With everyone in the mood to gather refuse, the yak bull is slaughtered first. The thought of tantalizing yak roast have everyone



crowding the butcher shop to store the meat locker. The hair, skull and other non essentials are tossed in the garbage. I manage to tan the hide into usable leather without incident.

The yak cow is slaughtered next, and enthusiasm is high to haul the meat and toss the scraps. While tanning the cow skin, it began to move and attack! Chaos ensues as I try to punch if ineffectively. Niner is supposed to be ready for this, but he’s back in the iron forge.

Sheriff Spish is around hauling, and so strikes the cow skin with a bronze pick, severing it into pieces from its reanimation. Unsure on what to do, the skin pieces were marked for dumping.

One of the pieces of cow skin reanimated and was fortunately caught in a cage trap.

And at the same time, a muffled sound can be heard down the garbage chute. A yak bull skin down there reanimated and it is being pelted by items thrown from above into the garbage chute.

It is only prudent to pull the lever and smash the garbage, and reset back to its ready state.

Spoiler (click to show/hide)



The garbage chute is expanded to hold one animal cage trap for the purpose of pitting.

The caged cow yak skin is successfully pitted down without incident and then smashed.

Summer arrives without fanfare as we are focusing on spurts of hauling logs in this tiresome game of "dwarf and osprey".

Armok laughs upon us on the 5th of Hematite when the giant osprey corpse leave the area.

Everyone runs out for logs, but I insist on staying to plant the much needed pig tails.

The brief reprieve from the Giant Osprey Corpse danger is replaced by something more creepy, a swarm of six Giant Roach Corpses flies above the trees.

Spoiler (click to show/hide)



Oh, horror of horrors! Oh skin crawling disgusts! Oh, ho ho ho, what is this?

These oversized vermin seemingly move slow, hovering, or congregating still in a small cluster.

Chop those next four trees south of the murky pools. And with more logs secured, we will have beds, barrels, and more charcoal.

Niner completes a second set of iron armor before the end of Hematite, early summer.

I volunteered myself to take the second spot of The Armored Kings donned with a new suit of iron armor and superior quality iron war hammer.

We do not have a formal barracks yet, but wearing this makes me feel a bit safer.

End of Mid-Summer

Spoiler (click to show/hide)



The clothing area is in place as I continue to harvest and reseed pig tails.

On the 25th of Malachite, Kol, the deity of travelers smiles upon a group of migrants who announce their arrival from the eastern edge.

Oh you fortunate fools. The swarm of undead giant roaches are leaving the area towards the west, with two remaining Giant Roach Corpses.

“Fly you fools!” Err, wait, I’m not Gandorf. “Run you fools, come inside now!”

--

Ryukan met them formally, “Welcome to Bloodyhells,” and introduces everyone.

I personally met each of them and gauge their usefulness.

“I am **Miss Zuglarkun Tundratour**,” she smiles, “I dream of having a family someday, and I am a Great Gem Setter, and Competent Macedwarf.”

I dub thee “Mace Zuglarkun.”

“I am **Miss Puzzlebark Inkmoisten**, I to dream of having a family someday. I like spears, and I am with cooking, milling, and pressing.”

“I think you will do well in the kitchens Miss Puzzlebark.”

“I am **Mistress Kosoth Savagebolted**, a Adequate Engraver. I like rutile. And this is my husband, Clover Magic.”

I am pleased to meet you, I think you do well as “Miner Kosoth.”

“I am **Mister `Clover Magic’ Sneakinked**, and I like battle axes. I am an Adequate Armorsmith and Adequate Spinner.

Welcome Clover Magic.

“I am **Andreus Grooveattic, “Endless Res”**. I dream of having a family, and I like platinum. Do you have a library here? I would like my own private library.  
I am an Adequate Soaper, and a Novice in Metal Crafter, Armorsmith, and Metalsmith. My husband is Twinwolf.”

I nod, “Endless Res, we do not have a library yet, perhaps someday.”

“I am **Mister Twinwolf Handlerrhythmic** and I like beds. I am a Novice Thresher, Spinner, and Presser.”

Ahh, then you will enjoy gathering wood and the use of our carpenter shop.

“I am **Mister Crashmaster Rockdips**, you may address me as **Mec Crashmaster**. I like art and gauntlets. I am an Adequate Glassmaker, but would like to Dabbling Mechanic.

Very well, we have plenty of stones for your mechanical passions.

Finally, last but not least, who may you be sir?

“I am **Mister Shorast Tealhatchet**, and I too dream of having a family someday. I am a Novice Milker, a Gelder, and a Beekeeper.”

Sanctume grins, “How do you feel about farming?”

Shorast asks, “Farming sir?”

Sanctume says, “Why yes, farming. We have an area perfect for your calling. It is yours now for I have a different calling that involves iron armor and war hammer.”

It is good to see such family oriented folks joining us here in Bloodyhells.

*I observe that **Niner** looking at **Taupe** and conclude that they are indeed, **lovers**.*

--

I show our new citizens on what we, the founders of Bloodyhells, have done so far.

This is the “Underpassage” which is our planned tunnels two levels beneath the surface, safe from the tree roots. We plan to have the trade depot in the center with passages leading to the west, north, and east boundary of Bloodyhells.

For safety reasons, we have not breached up the surface until certain mechanical defenses are in place.

There will also be a ten bed “shared” bedroom with private storage.

To the south of the foyer, the area is still under construction.

[Spoiler](#) (click to show/hide)





Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Spish** on **April 26, 2016, 12:10:33 am**

I'm afraid I do not approve of that tunnel system. A *safe, sensible, convenient* way for pesky outsiders to get into and out of the fortress? We'll see about that...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Sanctume** on **April 26, 2016, 12:31:50 am**

Don't worry, we can be a roach motel, they (includes uninvited guests) can check in but can never check out.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Spish** on **April 26, 2016, 12:37:48 am**

Well, I don't know about you, but here at Battlefailed Fortresses™ we do things the dwarfy way. So what if a few (hundred) citizens die in the process?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **IcepickTrotsky** on **April 26, 2016, 12:53:27 am**

I was going to repost my request here, but I see Spish is on top of things.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Sanctume** on **April 26, 2016, 12:56:57 am**

Quote from: Spish on April 21, 2016, 06:48:51 pm

"The king's terms were laid out simply. The Lustrous Artifact had a use for dwarves like us; hardened convicts with no families or anything to lose. We would be the **first in line to lead an expedition** into the darkest corners of Aluonra. **To carve out an outpost**, lay claim the untold **riches that lay buried** there, and put a stop to the dwarf necromancer Tosid Rushaxe and his clan. It was either this, or "the hammer" we were told. The death sentence, or a shot at everlasting glory? An easy enough choice... or so we thought at the time. How little we knew...

And thus, we set out upon our suicide mission. Over the Infected Hills, across the Murk of Pain, through the Forest of Murders, until at last we arrived at our destination: the heart of the necromancer's accursed domain. It's safe to say, we've been through a lot to have come this far. Oh, the sights we've seen! Death... death and horror beyond words! But nothing could've prepared us for the **hells** that awaited..."

—Some dead guy

Quote from: Spish on April 26, 2016, 12:37:48 am

Well, I don't know about you, but here at Battlefailed Fortresses™ we do things the dwarfy way. So what if a few (hundred) citizens die in the process?

I am doing it the dwarfy way. I want a fortress. I want iron clad warriors. I want to dig deep. I want to capture something to be weaponized. I want to magma cleansing on the surface. I want the surface to be obsidianized and be engraved. Actually, it is not dwarfy to fight on the surface. Nope!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Sanctume** on **April 26, 2016, 01:01:12 am**

### Chapter 4: Armok Laughs

*Late summer, on the 7th of Galena, two pairs of Buck and Doe Rabbit Corpses roam the surface on the far northeast.*

We focused on gathering more wood further southeast of the entrance.

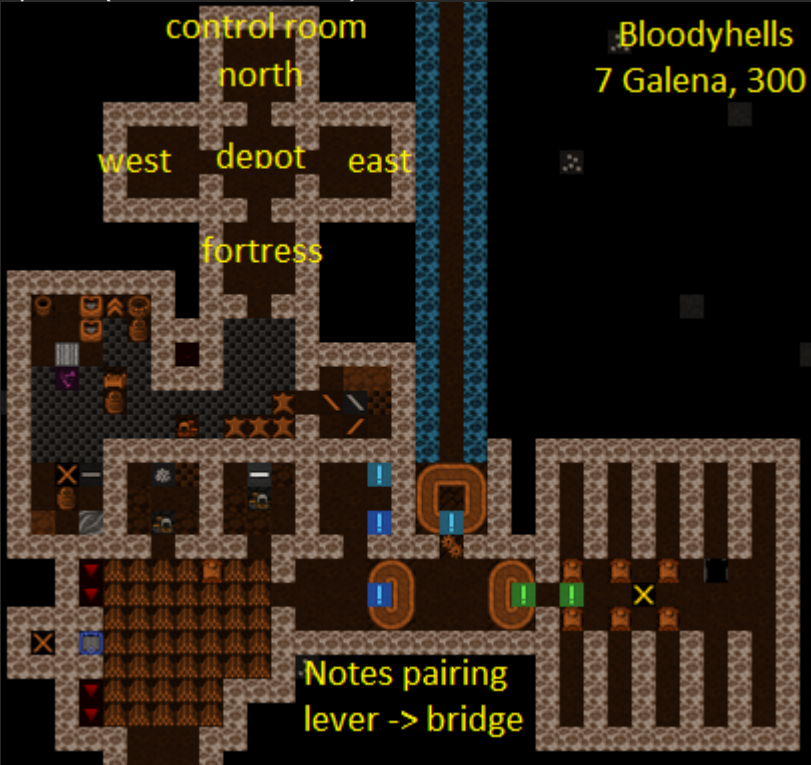
The dining hall, offices for Admin Ryukan and Doc Flame are complete.

Some of the beds are set in the “shared bedrooms.”

The control room for the Under Passage is ready for levers.

Some of the bridge locks in Under Passage are linked to levers.

[Spoiler](#) (click to show/hide)



The forge reports creating 2 iron battle axes, 2 iron picks, and a third set of iron armor.

Four iron minecarts, and 4 sets of iron goblets are on order.

**Autumn has come**, and Miner Imic, Sheriff Spish, and Miner Kosoth start digging deeper through the solid conglomerate rocks from level 97 but the progress halted at level 95 when damp stones conglomerate is reached.

Farmer Shorast, our eldest member at the age of 101 year, says that aquifers may indeed exists in conglomerate bedrocks.

Our plans to dig deeper is postponed.

--

**3rd of Limestone**

Oh no! The undead rabbits are leaving the area.

We have to watch what comes after because the logs are a bit further away from the entrance.

Aww it's a weasel in the northeast. Err, umm it's a Weasel Corpse! At least it is alone. And it is not a giant.

We chopped four more trees much further in the southeast of the entrance.

Somebody did not follow the “Outside Path” and walk over the pools of acrid slime.

Traffic designations are added restricting foot paths over the unwanted areas.

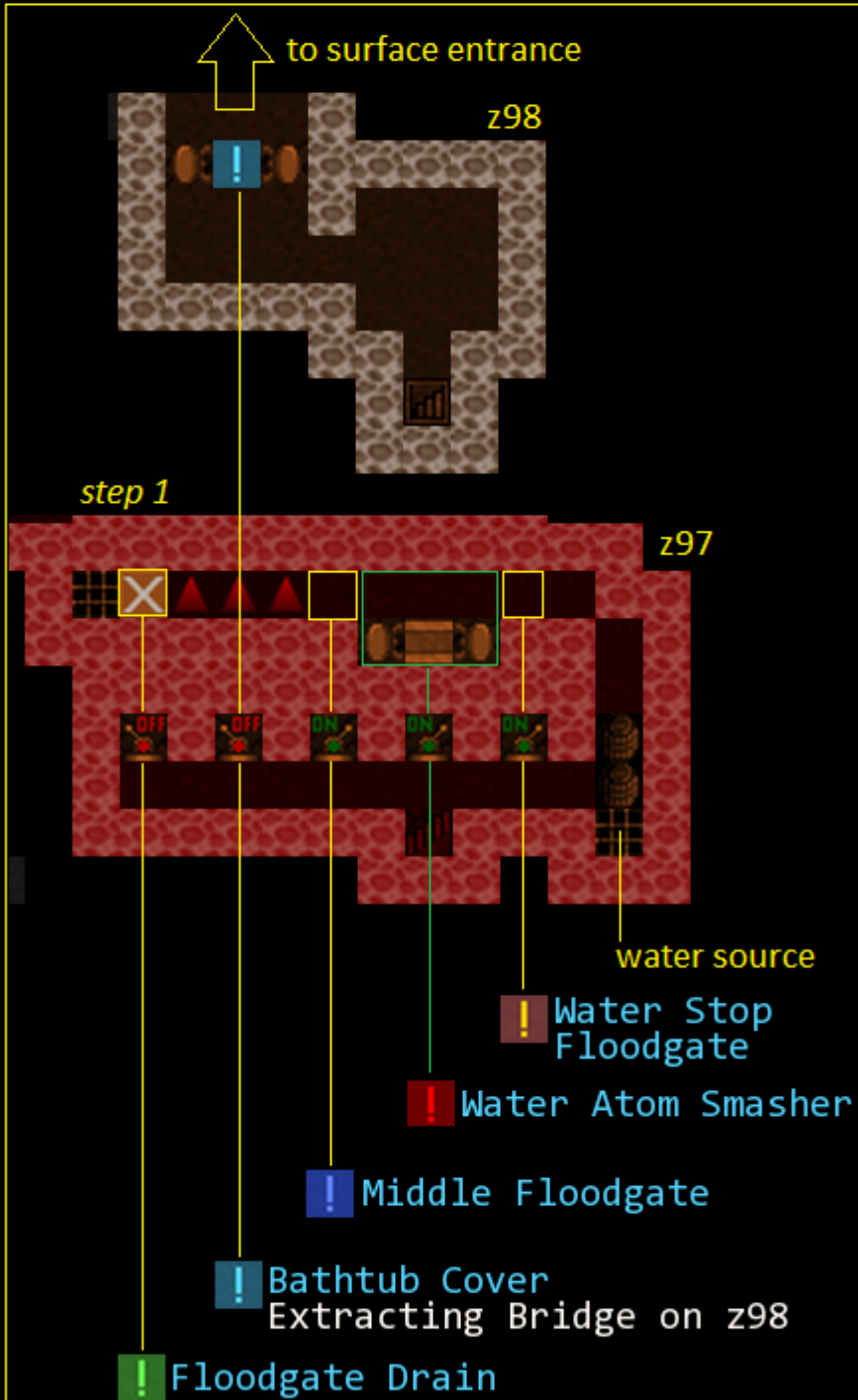
And I suppose it is time to reveal what is constructed south of the foyer.

Behold! We start filling our dwarven bathtub. This is engineered to have a drain system, sealed filling, and perfect water level mechanics.

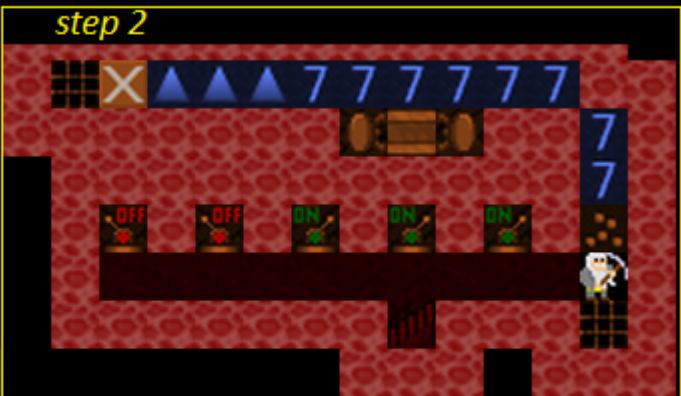
Here are the instructions.

[Spoiler](#) (click to show/hide)

step 1 - Close "Floodgate Drain" and "Bathtub Cover"  
step 2 - Pump water to fill bathtub.  
step 3 - Close "Middle Floodgate" and "Water Stop Floodgate"  
step 4 - Enable "Water Atom Smasher" then raise up after.  
step 5 - Open "Middle Floodgate"



*Bathtub*      Bloody Hells, Autumn 300



*On the 13th of Limestone, 300, a Goblin outpost liaison, Oddom Likotlocun, from Suvaszan has arrived coming in from the north.*

A caravan from Suvaszan has arrived from the east.

This is indeed a fortunate situation for the Weasel Corpse linger down in the southeast.

We do not have any Under Passage ready, so the liaison and merchants have to enter in through the front that is currently protected by a stone door, and a stone hatch cover.

We will dig a new entrance gate, and a front passage to replace the front door.

The meeting between Admin Ryukan and Oddom Likotlocun is concluded on the 22nd of Malachite.

Spoiler (click to show/hide)

The Goblin outpost liaison Oddom Likotlocun from Suvaszan has arrived.

The latest news from Veilglaze is that months ago the site was conquered by The Cruelties of Sucking. The latest news from Wirefrenzy is that a few months ago a group calling itself The Feral Tower reclaimed the site on behalf of The Lustrous Artifact. A few months ago a group from The Lustrous Artifact left to reclaim the ruins. The latest news from Combinedbridge is that months ago a group calling itself The Armor of Carnality reclaimed the site on behalf of The Lustrous Artifact. Months ago a group from The Lustrous Artifact left to reclaim the ruins. The latest news from Swordflew is that months ago a group calling itself The True Syrup reclaimed the site on behalf of The Lustrous Artifact. Months ago a group from The Lustrous Artifact left to reclaim the ruins. A few months ago Fací Musclepuzzle became expedition leader of The Feral Tower. A few months ago Mörul Glazedhumor became mayor of The Feral Tower. Months ago Uta Highleaders became expedition leader of The Armor of Carnality. Months ago Kosoth Graspcrafts became mayor of The Armor of Carnality. Months ago RenalTrailedpeace became expedition leader of The True Syrup. Months ago Stâkud Waxysyrup became mayor of The True Syrup.

Trade Agreement with Suvaszan		22nd Limestone, 300, Early Autumn	
Good	Price		Priority
maces	168		-- 0
battle axes	180		-- 0
potash	117		0 --
blocks	160		-- 0
splints	192		--- 0
bracelets	210		--- 0
seeds	144		- 0 --
thread	132		0 --
sheet	155		- 0 --
toys	162		- 0 --
horn scepters	130		0 --
handwear	171		-- 0

We made large serrated iron discs and a pot of prepared food for trade to procure more supplies: food and drinks variety, cloth and leather, metal items, instruments, library supplies, and a native platinum block.

Admin Ryukan delayed the trade deal because she had to sleep, get a drink, then eat first.

Spoiler (click to show/hide)





Broker:  
`Ryukan' Doren bim, Admin Ryukan

Eat

Broker can access depot

+Prepared Food pot (conglome [TRADING]  
≡large, serrated iron disc≡ [TRADING]  
\*large, serrated iron disc\* [TRADING]  
+large, serrated iron disc+ [TRADING]  
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+large, serrated iron disc+ [TRADING]

Bloodyhells  
Autumn 300

Oh Armok! ***On the 24th of Limestone,*** there is something coming from the northeast.

The Forest Titan, **Salo Narenatipi** has come! It’s a huge scaly therapod, with three long straight tails and emanates an aura of giving and kindness.

What is this? A T-Rex hippie? An elf-loving monstrosity? What can be worse than this?

Its eyes glow fuchsia, and its rose taupe scales are blocky and overlapping.

We’re worried that this titan can destroy our stone door. But Salo starts chasing a weasel nefarious fog husk.

Oh, I bet my beard that Armok is laughing now. Thank you, you cruel joker!

Despite the size advantage of the titan, the husk weasel is fighting it for a long time. I am hopefully that we can build the bridge in the front entrance.

So, what can be worse than this, I ask?

A cloud drifts over the fight, and the titan is caught in a cloud of nefarious fog!

There is now a forest titan nefarious fog husk in the surface of Bloodyhells.

Spoiler (click to show/hide)

Saló Narenatipi, Forest Titan 24th Limestone, 300, Early Autumn

The Forest Titan Saló Narenatipi has come! A huge scaly therapod. It has three long straight tails and it emanates an aura of giving and kindness. Its eyes glow fuchsia. Its rose taupe scales are blocky and overlapping.

The forest titan charges at the weasel nefarious fog husk corpse!  
The forest titan collides with the weasel nefarious fog husk corpse!  
The weasel nefarious fog husk corpse is knocked over!

The forest titan breaks the grip of The weasel nefarious fog husk corpse's teeth from The forest titan's left lower leg!  
The forest titan bites the weasel nefarious fog husk corpse in the upper body, tearing apart the muscle and tearing apart the left lung!  
The forest titan latches on firmly!  
The weasel nefarious fog husk corpse bites the forest titan in the right hand, bruising the fat!  
The weasel nefarious fog husk corpse latches on firmly!

The forest titan scratches the weasel nefarious fog husk corpse in the head, tearing apart the skin!  
The forest titan is caught in a cloud of nefarious fog!  
The weasel nefarious fog husk corpse misses the forest titan nefarious fog husk!  
→The forest titan nefarious fog husk scratches the weasel nefarious fog husk corpse in the lower body, tearing apart the skin!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Spish** on **April 26, 2016, 01:16:12 am**

Ohh, oh my word. And here I thought the zombie ogres were terrifying :o

We must do whatever it takes to weaponize that thing in the name of all that is dwarfy and scientific

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Zuglarkun** on **April 26, 2016, 02:41:10 am**

Barney Salo the purple rose taupe dinosaur has come!

Hide the children!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Spriggans** on **April 26, 2016, 07:25:16 am**

PTW

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**  
Post by: **Sanctume** on **April 26, 2016, 10:23:08 am**

Quote from: Taupe on April 13, 2016, 10:54:10 pm

Quote from: Spish on April 13, 2016, 08:14:44 pm

Aye, I agree. The Suicidal Hills/Tragic Ocean embark is the one. Still, I could try to obtain a version of history where this area has husking clouds; if we want to shoot for maximum !!FUN!! Or shall we just settle for the melty mist?

Some food for thought: I found an evil mountain with husk-inducing Nefarious Fog at the far north side of the world. Oddly enough the two dwarves I sent to investigate became husked and proceeded to fight eachother to the death. Then I sent the remaining dwarves to kill it, and the husk effortlessly murdered everyone despite not having functioning legs. So I sent a reclaim to take it on; 7 armed dwarves and they didn't even stand a chance (by then the husk was an elite wrestler). Think that might be a little *too* much fun? Imagine if a *titan* gets husked.

The world needs this map. The world needs husking titans.

I can't believe I did not catch this in the prequel / setup thread. And I volunteered to be the first, ha ha, you guys got me!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Sanctume** on **April 26, 2016, 12:51:53 pm**

### Chapter 5: Pig Tail Left Glove

The battle of The Forest Titan, Barney Salo the purple-rose taupe dinosaur, against the weasel corpse, both now a nefarious fog husk, continues on the eastern edge of Bloodyhells.

The nefarious fog is observed to drift and can start forming from anywhere in the region. We can now confirm that fog transform any creature, including corpses into life opposing husks. This information must heavily be considered if any battles are engaged on the surface.

Spoiler (click to show/hide)



On the 5th of Sandstone, some migrants arrived from the southwest, right on top the pools of acrid slime.

Perhaps Kol, the deity of travellers, still smiles upon these migrants.

Spoiler (click to show/hide)

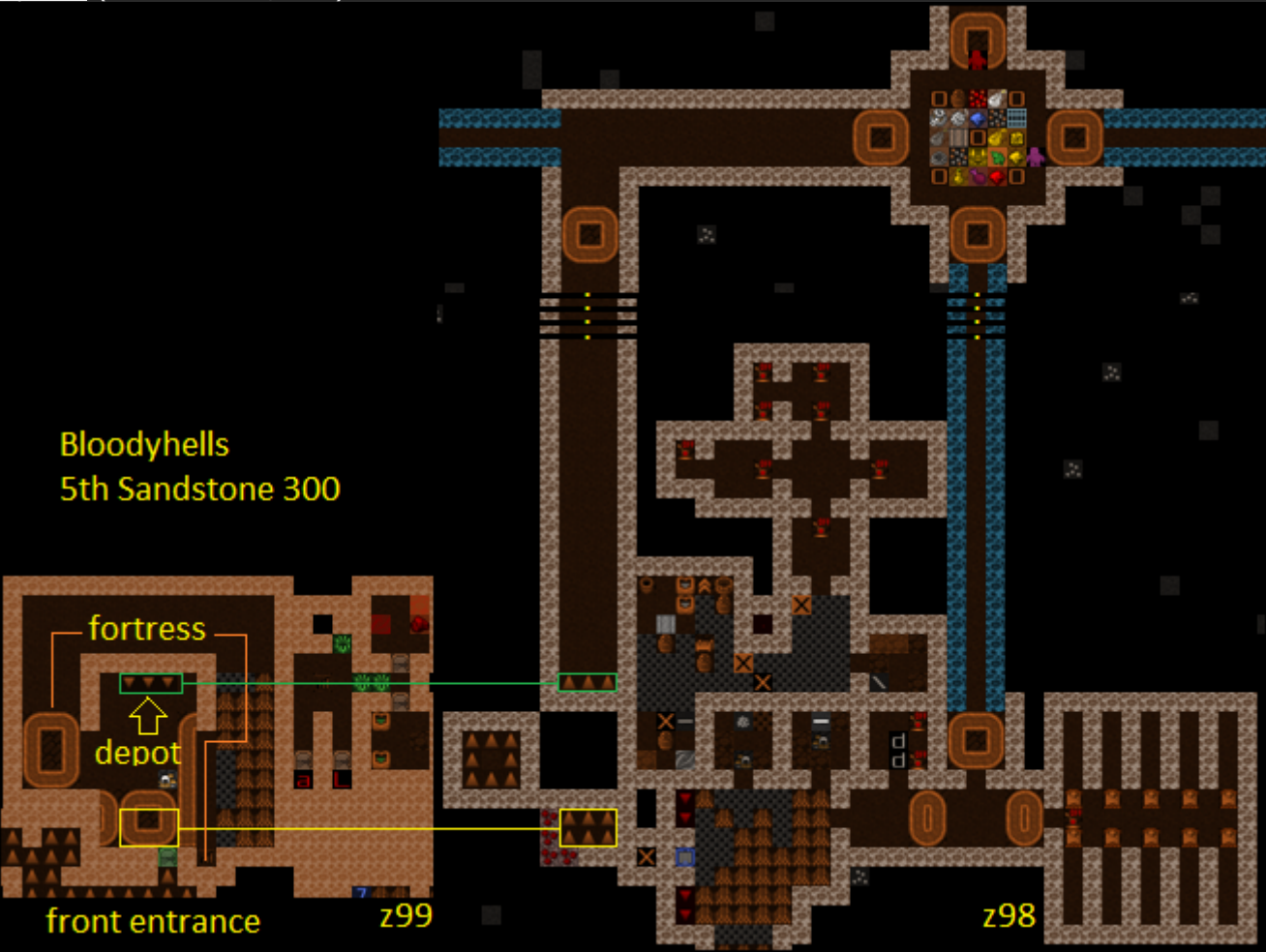


The front entrance has a bridge lock that leads to the trade depot, and a main bridge lock that leads to the foyer and fortress proper.

The cobaltite hatch cover in the foyer is locked to force, and observe the migrants.

We will need to consider a quarantine area for future migrants who brave this dangerous region.

Spoiler (click to show/hide)



Admin Ryukan concludes the trade and the merchants are preparing to leave.

Sheriff Spish comes to the trade depot and expresses his disapproval of the complacency that is happening in Bloodyhells, **"I'm afraid I do not approve of that tunnel system. A safe, sensible, convenient way for pesky outsiders to get into and out of the fortress? We'll see about that..."**

Admin Ryukan greets the new citizens of Bloodyhells.

**Mistress Lor Figurelock** likes doors. She is a Great Presser, Accomplished Mechanic, and Competent Marksdwarf. She is married to Kadol who did not accompany her.

**Mister Oddom Earthoars** likes war hammers, and an Adequate Thresher. He is married to Shem Youthpainted.

**Mistress Shem Youthpainted** likes hatch covers, and Novice: Brewer, Thresher, and Herbalist. She is married to Oddom Earthoars.

**Mister Mafol** Socketstockade likes chains and is a Competent Spearman.

Sheriff Spish continues, **"We do things the dwarfy way. So what if a few (hundred thousands) citizens die in the process?"**

Sanctume declares, "I am doing it the dwarfy way. I want a fortress. I want iron clad warriors. I want to dig deep. I want to capture something to be weaponized. I want to magma cleansing on the surface. I want the surface to be obsidianized and be engraved. Actually, it is not dwarfy to fight on that surface. Nope!"

I greeted the four new migrants as they pass through the trade depot and they overhear bits of the conversation.

*The poor new migrants are feeling uneasy.*

The merchant has left through the front passage with Fikod Dolushmedtob, Hammerdwarf and Minkot Tiristakum, Macedwarf merchant guards.

--

\*scream\* \*roar\*

Fikod and Minkot comes running back heading towards the fortress proper.

Hey, you dorfs can't be here. Get out!

They went to the drink pile, then left going out through the depot then front passage.

That was weird.

Oh, this is even more weird, the "weasel head" is still animating!

What? It just kinda just rolls around? Ha ha.

Oh crap, that means, the Salo is looking for a new target.

[Spoiler](#) (click to show/hide)

The forest titan nefarious fog husk scratches the weasel nefarious fog husk corpse in the head and the severed part sails off in an arc!	
weasel head	Undead
Saló Narenatipi, Forest Titan nefarious fog husk	Opposed to life
Fikod Dolushmedtob, Hammerdwarf	Missing
Minkot Tiriståkum, Macedwarf	Missing

The "Main Gate" is raised up but the "Front Gate" is down! The lever is in the dining hall.

I don't see the merchant anymore.

The merchant guards! They are outside now.

Oh Armok's beard! The titan husk is near! Raise that Front Gate! Now!

And here, my dwarfy friends, are the highlights of the battle reports about Salo the rose taupe dinosaur.

Merchant Guard Fikod Dolushmedtob, Hammerdwarf

[Spoiler](#) (click to show/hide)

Minkot Tiriståkum, Macedwarf	Missing
The macedwarf bashes the forest titan nefarious fog husk in the left lower arm with his ({steel mace}), bruising the scale! The forest titan nefarious fog husk charges at the macedwarf! The forest titan nefarious fog husk collides with the macedwarf! The macedwarf is knocked over and tumbles backward! The macedwarf stands up.  The forest titan nefarious fog husk bites the macedwarf in the right lower leg and the severed part sails off in an arc! The macedwarf has become enraged! The macedwarf falls over.  The forest titan nefarious fog husk locks the macedwarf's left knee with The forest titan nefarious fog husk's right upper arm! Minkot Tiriståkum, Macedwarf: How fleeting life is... Begone fear!  The macedwarf looks sick! The forest titan nefarious fog husk strikes the macedwarf in the head with its ({pig tail left glove}), bruising the muscle, jamming the skull through the brain and tearing the brain!	



Merchant Guard Minkot Tiristakum, Macedwarf merchant guards.

[Spoiler](#) (click to show/hide)

Fikod Dolushmedtob, Hammerdwarf

Missing

The hammerdwarf bashes the forest titan nefarious fog husk in the left foot with his ({bronze war hammer}), bruising the muscle!

The forest titan nefarious fog husk punches the hammerdwarf in the right lower leg with its left hand and the injured part explodes into gore!

An artery has been opened by the attack!

The hammerdwarf falls over.

The hammerdwarf gives in to pain.

The forest titan nefarious fog husk strikes the hammerdwarf in the upper body with its ({pig tail left glove}), bruising the muscle and bruising the left lung through the ({cave spider silk cloak})!

The hammerdwarf is having trouble breathing!

The forest titan nefarious fog husk strikes the hammerdwarf in the head with its ({pig tail left glove}), bruising the muscle, jamming the skull through the brain and tearing the brain!

Does Salo wields a pig tail left glove, or it is wearing the glove?  
In either case, that pig tail left glove jams through skulls and tears brains.

Salo looks pissed for being only dented in a few places.

[Spoiler](#) (click to show/hide)

Saló Narenatipi, Forest Titan nefarious fog husk

A huge scaly theropod. It has three long straight tails and it emanates an aura of giving and kindness. Its eyes glow fuchsia. Its rose taupe scales are blocky and overlapping.

Its left upper arm is dented. Its lower body is dented. Its right tail is dented.

(ooc-- is this a bug?)

**It is now the 18th of Sandstone**, and I expect for the Titan Husk to have destroyed our olivine front door but it just stays there.

[Spoiler](#) (click to show/hide)



Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Let the !!fun!! begin.**

Post by: **Taupe** on **April 26, 2016, 01:12:18 pm**

Quote from: Zuglarkun on April 26, 2016, 02:41:10 am

Barney

Salo the purple rose taupe dinosaur has come!

Hide the children!

Children are utterly useless. I say put them on the frontline.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**

Post by: **Spish** on **April 26, 2016, 01:17:52 pm**

Seems that there was a bug that caused building destroyers to get stuck trying to destroy adjacent structures unless something lures them away. Might still be a thing in DF2014.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**

Post by: **Crashmaster** on **April 26, 2016, 01:20:35 pm**

Quote from: Taupe on April 26, 2016, 01:12:18 pm

Children are utterly useless. I say put them on the frontline.

Husked children distraction force go!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**

Post by: **Taupe** on **April 26, 2016, 01:31:45 pm**

Daycare? More like *Decoy* .

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**

Post by: **Iamblichos** on **April 26, 2016, 02:04:47 pm**

Off to a proper, Battlefailed start. I'm so proud \*snif\*

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Sanctume** on **April 26, 2016, 02:57:44 pm**

I'm just updating my notes while at work. I hope to finished tonight.

The Dorflist:  
*format:* Dorf Name ["Title"], Gender [Labors/] (Forumite) [- Dead (Cause of Death)] [- Roles]

**Civilians**  
Ryukan "Admin Ryukan", Female Expedition Leader/Manager/Broker/Bookkeeper (Ryukan) - Founder  
Flame "Doc Flame", Female Chief Medical Dwarf (TheFlame52) - Founder  
Imic "Miner Imic", Female Miner/Mason (Imic) - Founder  
Spish "Sherif Spish" Male Miner/Engraver, Sheriff (Spish) - Founder  
Taupe "Taupe Woodcut", Male Woodcutter/Woodburner (Taupe) - Founder

Zuglarkun, Female Gem Setter/Macedwarf (Zuglarkun)  
Puzzlebark, Female Cook, (Puzzlebark)  
Clover Magic, Male Armorsmih (Clover Magic)  
Andreus "Endless Res", Female Soaper (Andreus)  
Twinwolf, Male Carpenter, (Twinwolf)  
Crashmaster, Male "Mec Crashmaster" (Crashmaster)

Kosoth, Female Miner/Engraver (undorf)  
Shorast, Male Farmer (undorf)  
Lor, Female Mechanic/Marksdwarf (undorf)  
Oddom, Male Thresher (undorf)  
Shem, Female Brewer/Herbalist (undorf)  
Mafol, Male? Spearman (undorf)

**Military**  
The Armored Kings  
Niner "Glory Overlord", Male Militia Commander (90908) Founder  
Sanctume "Farmer Sanctume", Male Farmer (Sanctume) - Founder, Year 1 Overseer

The Pending Dorf List:  
Archereon, Elf  
Balnash, Brewer/Speardwarf - Militia Theory: "Keep 'em at the end of your spear, an' they can't get at ye."  
Deus Asmoth, Scholar  
Gwolfski, Mechanic

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **TheFlame52** on **April 26, 2016, 03:00:12 pm**

Aw yeah son, getting off to a good start. I can't wait for goblins to show up so we can show them just how terrifying this place is!

What does the goop rain do again?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Gwolfski** on **April 26, 2016, 03:03:38 pm**

I wish dorfing as mechanic!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Sanctume** on **April 26, 2016, 03:13:51 pm**

Quote from: TheFlame52 on April 26, 2016, 03:00:12 pm

Aw yeah son, getting off to a good start. I can't wait for goblins to show up so we can show them just how terrifying this place is!

What does the goop rain do again?

It rains normal over the dead dense grass. I am not sure if the rain by the beach causes the slime, or if the ocean sea foam leaves the "pools of acrid slime."

As to what the slime does, I am not sure, but  
Spoiler (click to show/hide)  
I've seen the slime stick to the walls with water.

Quote from: Gwolfski on April 26, 2016, 03:03:38 pm

I wish dorfing as mechanic!

I updated my list which should help Spish.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Sanctume** on **April 26, 2016, 10:22:08 pm**

## Chapter 6: Fire Snakes

*It is mid-autumn, 300,* and Salo the rose taupe dinosaur is not going anywhere and content banging on that olivine front door.

Only Armok know what else can go wrong out there, so we are better off being productive here in “Safety Inside” of Bloodyhells.


Sheriff Spish says, “Productive? We can just relax now, make booze and merrimaking for the remainder of the year.”

Sanctume counters, “I can count with my fingers more things we can accomplish.”

**First**, we will complete that fourth iron armor set so that Niner Glory Overlord will establish The Hollow Basements squad. Captain Mace Zuglarkun and Puzzlebark will share the barracks for training.

Spoiler (click to show/hide)

The Hollow Basements

1.  `Zuglarkun' Tundratour , Mace Zuglarkun
- +iron mace+

\*iron high boot\*

\*iron high boot\*

-iron flask-

\*iron left gauntlet\*

\*iron right gauntlet\*


\*iron helm\*

=iron mail shirt=

=iron breastplate=

\*yak leather backpack\*

+willow shield+

\*iron greaves\*
2.  `Puzzlebark' Inkmoistens, Puzzlebark
- +iron mace+

+iron flask+

+iron helm+

=iron mail shirt=

=iron breastplate=

-yak leather backpack-

\*iron right gauntlet\*

\*iron left gauntlet\*

\*iron high boot\*

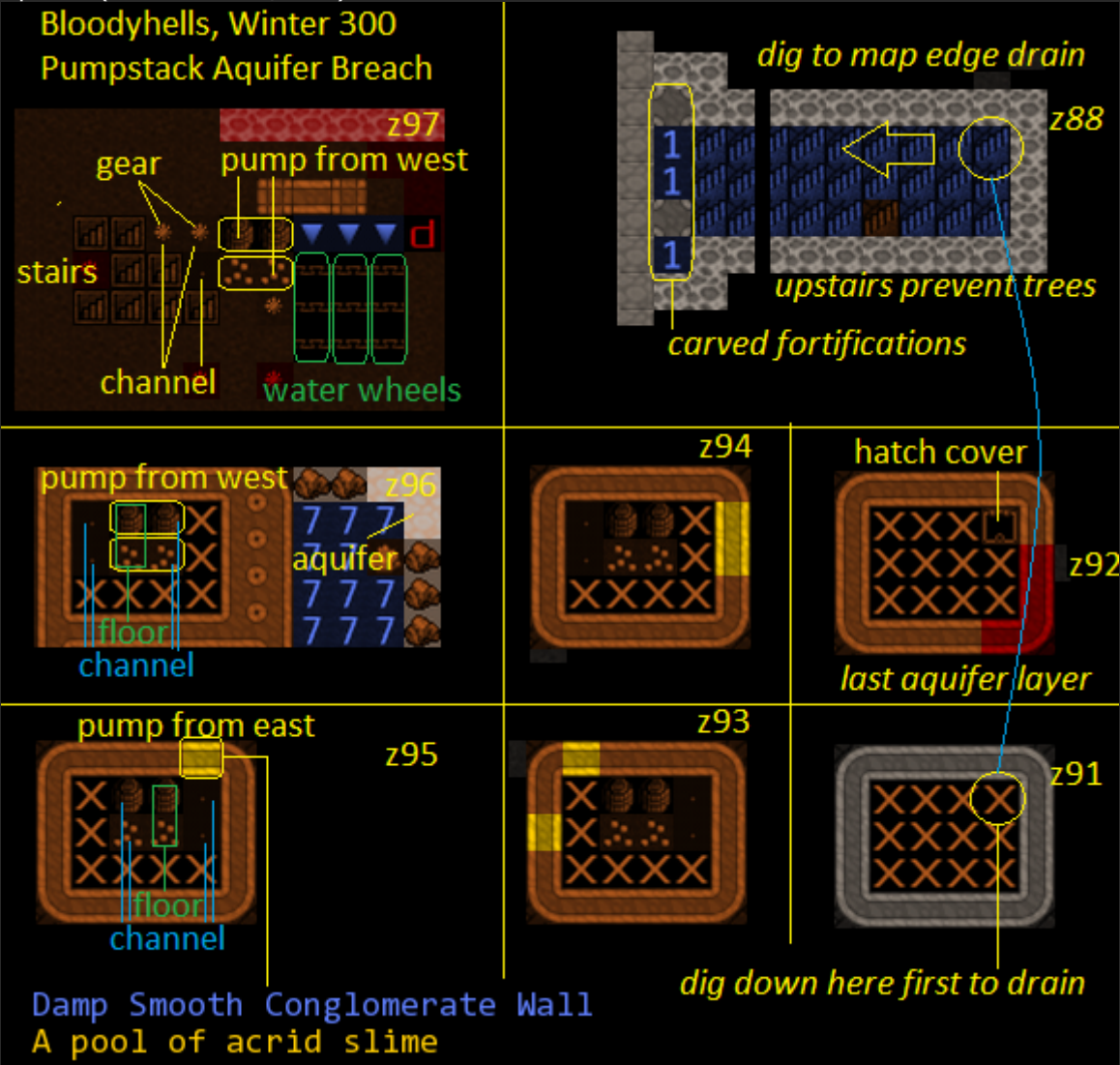
\*iron high boot\*

-willow shield-

\*iron greaves\*

**Second**, the wood supply is very low and we need to dig deep and seek fungi wood in the caverns. We work on the breaching that aquifer using the double pump stack method powered by a dwarven water reactor,

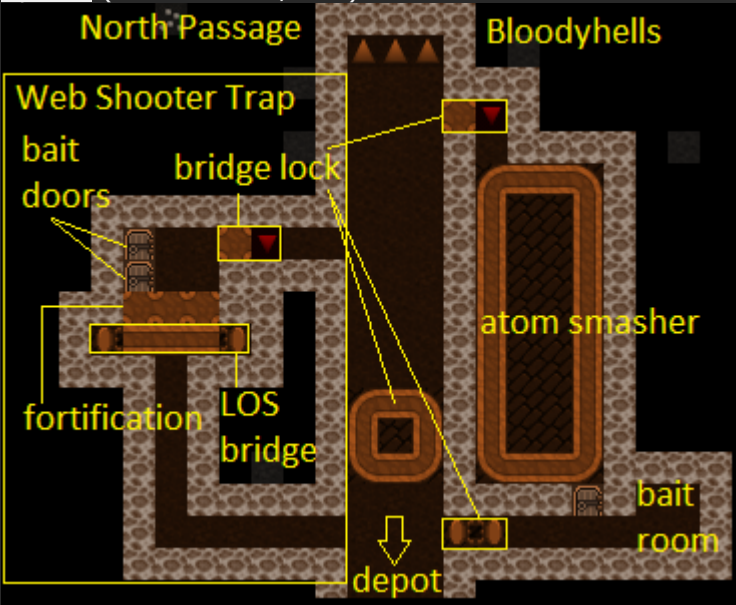
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**Third**, we need to a way to capture Salo. The north passage will be the location for such a mechanical contraption. I initially designed for a web spewer so that webbed cage traps will be more effective to transport captured prisoners.

There is also a simple smasher room with a bait room for minor enemies.

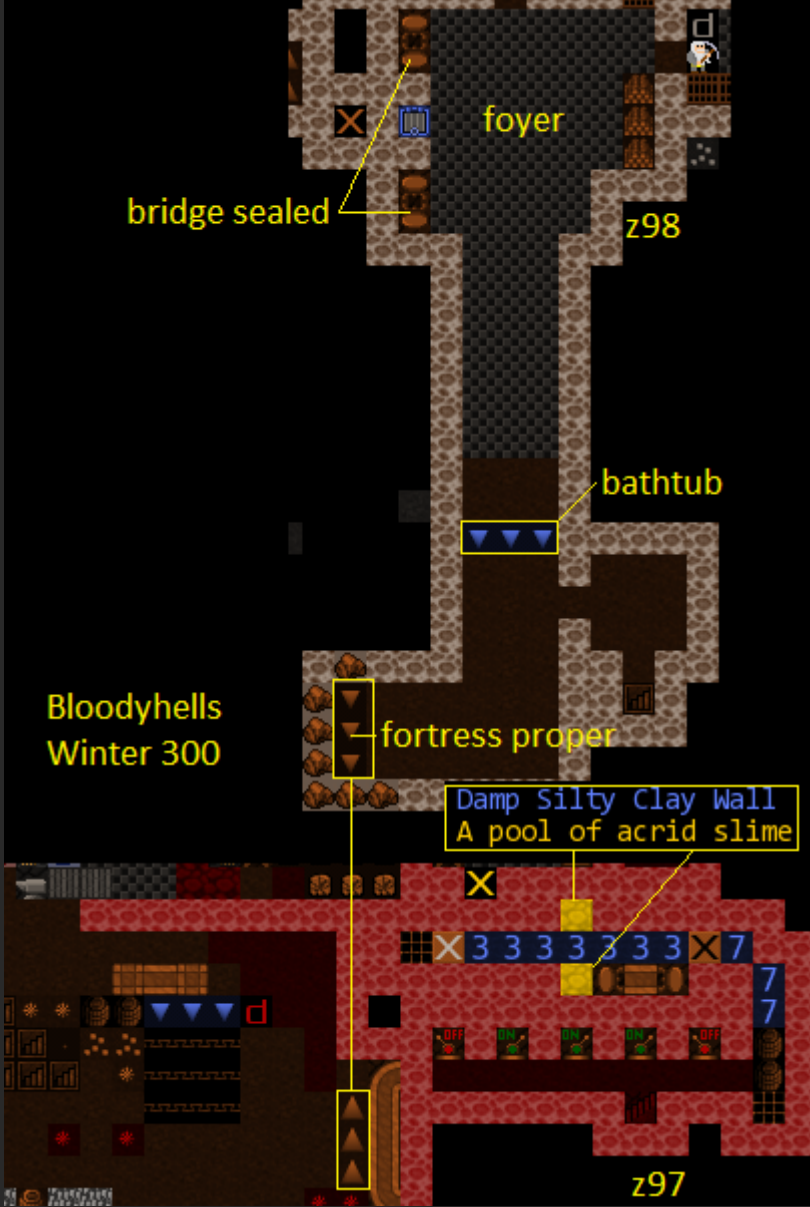
[Spoiler](#) (click to show/hide)



**Fourth**, it is time to make the mandatory baths when entering the fortress proper. The twin ramps in the foyer will be bridge sealed, and a new ramp will be constructed south of the bathtub as the new path into the fortress proper.

[Spoiler](#) (click to show/hide)





**Fifth**, we will butcher these grazing animals with nothing to eat, and we will make use of their meat for roasts, and their tallow for soaps.

**Sixth**, we will build indoor an archery range with trenches to retrieve stray bolts.

**Seventh**, we will use those bones from the animals we butchered and make bone bolts for archery practice.

[Spoiler](#) (click to show/hide)



**Eight**, we will build a large room atom smasher for when we have a bigger job that our garbage chute cannot handle efficiently.

**Ninth**, we will dig some rooms for coffins and slabs.

**Tenth...**

Sheriff Spish interrupts Sanctume, "Alright, I get it. I..."

We are interrupted by the season's change for winter has come!

*The 2nd of Moonstone, 300* just turns the surface of Bloodyhells worse. The dead walk! Hide while you can!

Umm, we are already hiding behind our walls and stone bridges so we can continue working on our progress inside.

This pretty much summarizes winter in Boodyhells.

[Spoiler](#) (click to show/hide)



Before the year comes to its end, I designed a couple more trap rooms in the North Passage for enemies such as Salo.

[Spoiler](#) (click to show/hide)



### 1st of Granite, 301

Alas! A new year has come in Bloodyhells. Despite our debates, I remain friends with the founders of Bloodyhells: Admin Ryukan, Doc Flame, Miner Imic, Taupe Woodcut, Niner Glory Overlord, and Sheriff Spish. I am also in friendly terms with Mace Zuglarkun, and Xbow Lor.

I am relinquishing my Overseer position to whomever wants it.

I would like to pursue my training in The Armored Kings.

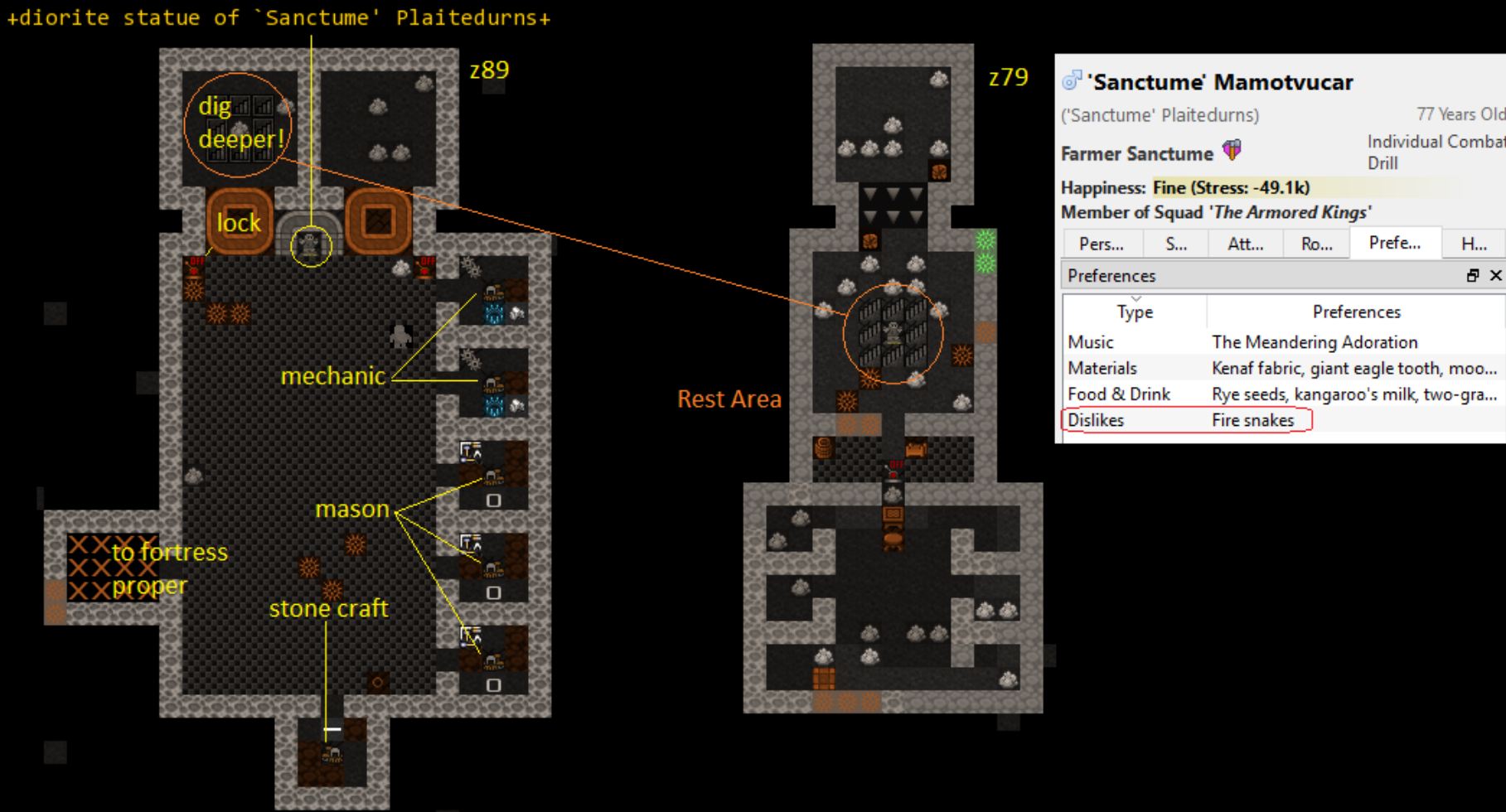
I requested a stone statue of my image and be handsomely placed in the new stone workshops.

Admin Ryukan gladly took upon this commission as she has been a skilled mason.

“Thank you, Admin Ryukan. I am uh hh...”

[Spoiler](#) (click to show/hide)

This is a finely-crafted diorite statue of Sanctume Plaitedurns. The item is a finely-designed image of Sanctume Plaitedurns the dwarf and fire snakes in diorite by Ryukan Dorenbim. Sanctume Plaitedurns is surrounded by the fire snakes. Sanctume Plaitedurns looks terrified.



The Save: Bloodyhells Year 301 - End of Sanctume's Turn  
(http://dff.d.bay12games.com/file.php?id=11985)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Spish** on **April 26, 2016, 11:42:47 pm**

You poor thing. Do you have any idea what you signed up for? :P  
Quote from: Andreus on June 09, 2011, 02:07:07 pm  
I have no idea where anything is. I have no idea what anything does. This is not merely a madhouse designed by a madman, but a madhouse designed by *many* madmen, each with an intense hatred for the previous madman's unique flavour of madness.

At any rate, I'll see if I can set aside some time for a year, and probably work on breaching that aquifer.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Taupe** on **April 26, 2016, 11:42:56 pm**

Are you supposed to do that much in a first year? Because this looks like a lot of projects...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Crashmaster** on **April 27, 2016, 12:36:57 am**

Glad to get a dwarf in the doors while they were still open. 10/10 accommodations would suicide mission again.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Zuglarkun** on **April 27, 2016, 02:11:29 am**

Zuglarkun was pleased recently with her new teaching responsibilities, teaching the art of mace wielding to Puzzlebark, though inwardly she longed to put her skills as a talented musician (*even though she had little natural talent at music*) to use someday.

Zuglarkun shamelessly points out that Sanctume's definition of 'iron clad warriors' is rather odd, since they are not *entirely* clad in iron. As such, she demands to be equipped with an iron shield intead of a wooden shield, so that she can be properly deemed as '*dwarfy*'.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Deus Asmoth** on **April 27, 2016, 03:28:05 am**

Well, this turned very fun very quickly.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Sanctume** on **April 27, 2016, 06:49:22 am**

Quote from: Spish on April 26, 2016, 11:42:47 pm  
You poor thing. Do you have any idea what you signed up for? :P  
Quote from: Andreus on June 09, 2011, 02:07:07 pm  
I have no idea where anything is. I have no idea what anything does. This is not merely a madhouse designed by a madman, but a madhouse designed by *many* madmen, each with an intense hatred for the previous madman's unique flavour of madness.

At any rate, I'll see if I can set aside some time for a year, and probably work on breaching that aquifer.

I already breached the aquifer. :) The last image, where the stone workshop is just above the drain, and the "Rest Stop" is 10z below the stone workshops. It is primed to put another bridge lock, food drinks stockpile, and dine/bed, so you can dig deeper because we need wood.

Quote from: Taupe on April 26, 2016, 11:42:56 pm  
Are you supposed to do that much in a first year? Because this looks like a lot of projects...



I breached the aquifer. It is easier because I am used to using double pump stacks, and I did not have to mess with making side block walls because the conglomerate can be smoothed sealed.

I did have to use 2 sets of iron screw pumps (in the last aquifer layer) because I was down to 3 logs, and have some excess charcoal and iron bars already.

The 2 additional FB traps are not complete, the levers need to be linked still. I used pairing of Notes with matching symbols.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Sanctume** on **April 27, 2016, 07:03:06 am**

Quote from: Zuglarkun on April 27, 2016, 02:11:29 am

Zuglarkun was pleased recently with her new teaching responsibilities, teaching the art of mace wielding to Puzzlebark, though inwardly she longed to put her skills as a talented musician (*even though she had little natural talent at music*) to use someday.

Zuglarkun shamelessly points out that Sanctume's definition of 'iron clad warriors' is rather odd, since they are not *entirely* clad in iron. As such, she demands to be equipped with an iron shield intead of a wooden shield, so that she can be properly deemed as '*dwarfy*'.

Sanctume feels ashamed of this wooden shield oversight, and did not feel merrymaking is a priority so nothing was done terms of making taverns, library, or temples.

Quote from: Deus Asmoth on April 27, 2016, 03:28:05 am

Well, this turned very fun very quickly.

I was done yesterday and had the save compressed so I was not able to dorf more.

The Pending Dorf List:  
Archereon, Elf  
Balnash, Brewer/Speardwarf - Militia Theory: "Keep 'em at the end of your spear, an' they can't get at ye."  
Deus Asmoth, Scholar  
Gwolfski, Mechanic

We have a speardwarf, plenty of mason/mechanics to handle all those levers.

Sadly, I have little experience in making libraries and too ocd to make a haphazard tavern. So we have none of these new social facilities. Not even temples.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Spish** on **April 27, 2016, 09:20:25 pm**

How the actual bleeding hell did you manage to get this much done in the first year? Gosh it's been so long since I played a proper fortress, haven't unpaused yet, I don't even know where to begin with all this.

Yeah I'm probably going to screw things up.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Sanctume** on **April 27, 2016, 11:50:57 pm**

Digging the tunnels in dirt is fast.

Lucky find on conglomerate and hematite in non aquifers early on.

So lots of mechanism access for a pump stack aquifer breaching.

But notice there are damp stones in the area also, which I smoothed like below the archery room.

I would think digging for magma sooner and securing wood or at least underground tree farm would be beneficial sooner.

I did make 4 iron minecarts which should be good for a 1 magma smelter and 1 magma forge.

In the Sabotage fortress, when I made a library open to all, visitors come despite an ongoing siege which add more zombies on the surface.  
So if open a location, just make it citizens only. :)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Spish** on **April 30, 2016, 09:59:51 pm**

I'll try to get an update out relatively soon, getting back into DF after 3-4 years is not as easy as I thought it would be :P

Edit: Oy, you know what, I'll post it tomorrow. Too tired to finish up the journal right now ::)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Archereon** on **May 04, 2016, 11:19:54 pm**

Quote from: Spish on April 30, 2016, 09:59:51 pm

I'll try to get an update out relatively soon, getting back into DF after 3-4 years is not as easy as I thought it would be :P

Edit: Oy, you know what, I'll post it tomorrow. Too tired to finish up the journal right now ::)

\*cough\* \*cough\*

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Spish** on **May 05, 2016, 03:14:19 am**

*Excerpts from the Journal of Spish "Splashoil" Rulushuzol, Sheriff of Bloodyhells*

*1st of Granite, 301*  
So... I've reluctantly taken it upon myself to run this Armok-forsaken hellhole. Sanctume stepped down, no one else with the stones to run the place. But someone's gotta do it, and the way I see it, if there's anyone with the good-old fashioned dwarfgrit to keep the order throughout this mess, it's yours truly.  
**‘Spish’ Rulushuzol has become a expedition leader.**  
This crew is getting too soft, too complacent. You're gonna need more than that dinky little hammer if one of those shambling horrors gets ye in a corner. Someone has to make it clear that they're not going to survive with that kinda attitude.

In meantime, I scrape together a militia. All of our woodcutters are enlisted into the new axedwarf squad, the Dead Planks, and the

spearwarves of the Rough Medicine are led by Balnash "Earthroars" Berrorun. We're going to need every able-bodied fighter trained and ready in the coming months. As an additional safety measure, each citizen is to be given their own axe or pick once we have the means to make them.

12th of Granite, 301

First things first, we need to dig deep. I draw up the plans for a circular ramp leading all the way down to the magma sea, and it isn't long before we breach the first cavern layer. The place is completely barren, and not much use to us.

21st of Granite, 301

As Oddom Likotlocun, the goblin liaison, prepares to leave through the freshly opened caverns. He informs me that he'll be needing us to deal with that blockade that the necromancers have set up around the area. Dozens of shambling corpses, led by a group of powerful, soulless husks. I ask him what the hell we're supposed to do about those things, he just smirks and makes his way out.

Goblins... I tell you what, it's a goblins world these days. Sanctume is optimistic... too optimistic. He doesn't question the king's orders, he foresees this place becoming a great bastion of wealth for the empire. Well, in my expert opinion, that whole "wealth and glory spiel?" It's all bullshit. Come on, why do you think they picked *us* of all people for the task? I bet this is all just some perverse goblin experiment, I doubt they expect us to last five years out here! They're waiting for us to die, and when that happens I have no doubt they'll try to weaponize our findings for their own purposes.

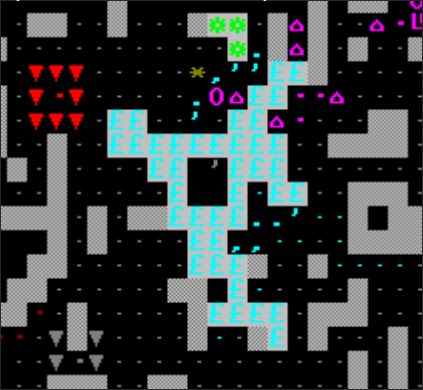
The others may think me paranoid, but I sure as hell don't plan on letting that happen, oh no. Let's just say there's going to be a little surprise in store for the bastards if they try anything funny.

27th of Granite, 301

The second cavern layer is breached, releasing spores into the fortress. Plenty of wood to boot.

15th of Felsite, 301

We make our way down to a third cavern system. The glimmer of gold caught my eye, and as I went to investigate the numerous veins, I spotted a massive spire of adamantine. And then a second one right off the bat! Well, I never said this place wasn't a treasure trove.



5th of Hematite, 301

After three months of rigorous training, our ragtag militia is ready for war. We're not just going to sit and cower in the mud while they wait us out. No, we're going to make a stand and show these necromancer bastards what we're made of. The Armored Kings bring their hammers, the Hollow Basements their maces, the Dead Planks their axes, and the Rough Medicine their spears. Imic Bermes and Andreus lend their picks to the coming battle.

Andreus digs an opening through the west-side tunnel, but is unable to make it back to safety before an undead sieger bolts after him with terrifying speed. I would've thought him done for...

[Spoiler](#) (click to show/hide)

Peasant corpse attacks the Endlessly Resurrected but She jumps away!  
Peasant corpse scratches the Endlessly Resurrected in the right lower arm, bruising the muscle through the <cave spider silk cloak>!  
The Endlessly Resurrected strikes peasant corpse in the right upper leg with her <bronze pick> and the severed part sails off in an arc!  
Peasant corpse attacks the Endlessly Resurrected but She jumps away!  
The Endlessly Resurrected strikes peasant corpse in the head with her <bronze pick> and the severed part sails off in an arc!

But Andreus mans up and effortlessly dismembers his pursuer. Nobody screws with *my* miners.

6th of Hematite, 301

With Ryukan operating the gates, we manage to split the undead forces, isolating a lone hammerman husk and a group of zombies in the west tunnel. If we're going to test our militia, it might as well be now.



Our titan problem is unsettling, but as long as I can still hear it banging on the front door, we know where it is.

The gate is lowered, and our forces charge into the fray. Zuglarkun is the first to engage the husk, losing an eye in the process. She doesn't even stand a chance.

[Spoiler](#) (click to show/hide)

The human hammerman nefarious fog husk corpse bashes the militia captain in the right hand with her <<steel war hammer>>, bruising the muscle through the ≡iron right gauntlet≡!  
The militia captain bashes the human hammerman nefarious fog husk corpse in the left upper leg with her +iron mace+, fracturing the bone through the <<large cave spider silk cloak>>!  
The militia captain bashes the human hammerman nefarious fog husk corpse in the upper body with her +iron mace+, bruising the muscle and shattering the right false ribs through the <<large cave spider silk cloak>>!  
The militia captain strikes at the human hammerman nefarious fog husk corpse but the shot is easily parried by the <<steel war hammer>>!  
The human hammerman nefarious fog husk corpse strikes the militia captain in the left eye with her <<bismuth bronze shield>> and the injured part is crushed!

Balnash gives it everything he's got...

[Spoiler](#) (click to show/hide)

The human hammerman nefarious fog husk corpse punches the militia captain in the right upper leg with her left hand, bruising the muscle through the <giant cave spider silk cloak>!  
The human hammerman nefarious fog husk corpse charges at the militia captain!  
The human hammerman nefarious fog husk corpse collides with the militia captain!  
The militia captain is knocked over and tumbles backward!  
The militia captain stands up.  
The militia captain stabs the human hammerman nefarious fog husk corpse in the left lower arm with his <-steel spear->, fracturing the bone through the <<large cave spider silk cloak>>!  
A ligament has been torn and a tendon has been torn!  
The <-steel spear-> has lodged firmly in the wound!  
The militia captain stabs the human hammerman nefarious fog husk corpse in the right foot with his <-steel spear->, fracturing the bone through the <<large llama wool shoe>>!  
A ligament has been torn and a tendon has been torn!  
The <-steel spear-> has lodged firmly in the wound!  
The militia captain pulls on the embedded <-steel spear->.  
The militia captain is no longer stunned.  
The militia captain stabs the human hammerman nefarious fog husk corpse in the head with his <-steel spear->, tearing apart the muscle through the <<large donkey leather hood>>!  
The <-steel spear-> has lodged firmly in the wound!

He is terrified to discover that his spear is entirely ineffective. No matter what he does to it, the creature doesn't even slow down!

Sanctume, Niner, and Puzzlebark join him in bashing away at the husk. Try as they might, they cannot seem to take it down either.

[Spoiler](#) (click to show/hide)

The hammerdwarf bashes the human hammerman nefarious fog husk corpse in the lower body with his \*iron war hammer\*, bruising the muscle through the <<large cave spider silk cloak>>!  
The human hammerman nefarious fog husk corpse misses the hammerdwarf!  
'Sanctume' Mamotvucar, Hammerdwarf: I was attacked by the dead. I am not upset by this.  
The hammerdwarf bashes the human hammerman nefarious fog husk corpse in the head with his \*iron war hammer\*, bruising the muscle and fracturing the skull through the <<large donkey leather hood>>!  
The hammerdwarf bashes the human hammerman nefarious fog husk corpse in the head with his \*iron war hammer\*, bruising the muscle through the <<large donkey leather hood>>!

Zuglarkun is swarmed by zombies. One of them lays her out with a sick haymaker.

[Spoiler](#) (click to show/hide)

Peasant head attacks the militia captain but She jumps away!  
Peasant mutilated corpse punches the militia captain in the left lower arm with his left hand, bruising the skin through the Ìiron left gauntlet≡!  
The militia captain bashes peasant head in the head with her +iron mace+ and the injured part is crushed!  
Peasant mutilated corpse punches the militia captain in the left hand with his left hand and the injured part explodes into gore!  
An artery has been opened by the attack!  
The militia captain loses hold of the +iron mace+.  
The militia captain gives in to pain.  
The militia captain falls over.  
Peasant mutilated corpse punches the militia captain in the head with his left hand, bruising the fat through the Ìiron helm≡!

Dr. Flame holds back the onslaught of shambling corpses.

[Spoiler](#) (click to show/hide)

The chief medical dwarf hacks peasant mutilated corpse in the right upper arm with her <bronze battle axe> and the severed part sails off in an arc!  
Peasant mutilated corpse punches the chief medical dwarf in the left hand with his left hand, bruising the fat through the <pig tail left mitten>!  
Peasant mutilated corpse punches the chief medical dwarf in the left lower arm with his left hand, bruising the muscle through the <sheep wool cloak>!  
The chief medical dwarf hacks peasant mutilated corpse in the left lower leg with her <bronze battle axe> and the severed part sails off in an arc!  
'Flame' Idenibesh, chief medical dwarf: I was attacked by the dead. I am not upset by this.  
Peasant mutilated corpse bites the chief medical dwarf in the left eye and the injured part is torn apart!  
Peasant mutilated corpse latches on firmly!  
The chief medical dwarf hacks peasant mutilated corpse in the head with her <bronze battle axe> and the severed part sails off in an arc!

A peasant corpse bites and latches onto the doctor's eye. It looks quite painful...

Balnash finds himself unable to keep the hammerhusk at the end of his spear. He gets got alright.

[Spoiler](#) (click to show/hide)

The militia captain pulls on the embedded <-steel spear->.  
The militia captain bashes the human hammerman nefarious fog husk corpse in the left upper leg with the shaft of his <-steel spear->, fracturing the bone through the <<large cave spider silk cloak>>!  
The human hammerman nefarious fog husk corpse bashes the militia captain in the left foot with her <<steel war hammer>>, fracturing the bone through the <giant cave spider silk shoe>!  
The hammerdwarf bashes the human hammerman nefarious fog husk corpse in the lower body with his \*iron war hammer\*, bruising the muscle through the <<large cave spider silk cloak>>!  
The human hammerman nefarious fog husk corpse strikes at the hammerdwarf but the shot is blocked!  
The human hammerman nefarious fog husk corpse loses hold of the <<large llama wool shoe>>.  
The human hammerman nefarious fog husk corpse loses hold of the <<large sheep wool sock>>.  
The hammerdwarf bashes the human hammerman nefarious fog husk corpse in the left foot with his \*iron war hammer\* and the severed part sails off in an arc!  
The human hammerman nefarious fog husk corpse misses the hammerdwarf!  
The hammerdwarf bashes the human hammerman nefarious fog husk corpse in the head with his \*iron war hammer\*, bruising the muscle and fracturing the skull through the <<large donkey leather hood>>!  
The human hammerman nefarious fog husk corpse misses the hammerdwarf!  
The macedwarf punches the human hammerman nefarious fog husk corpse in the left lower leg with her left hand, bruising the bone through the <<large donkey leather robe>>!  
The human hammerman nefarious fog husk corpse attacks the macedwarf but She jumps away!  
The hammerdwarf bashes the human hammerman nefarious fog husk corpse in the head with his \*iron war hammer\*, bruising the muscle through the <<large donkey leather hood>>!  
The macedwarf bashes the human hammerman nefarious fog husk corpse in the lower body with her +iron mace+, bruising the muscle through the <<large cave spider silk cloak>>!  
The human hammerman nefarious fog husk corpse misses the macedwarf!  
The human hammerman nefarious fog husk corpse loses hold of the <<large donkey leather hood>>.  
The human hammerman nefarious fog husk corpse loses hold of the <<large sheep wool cap>>.  
The militia captain hacks the human hammerman nefarious fog husk corpse in the head with his -iron battle axe- and the severed part sails off in an arc!

The fight continues until Taupe decides he's had enough of this shit and swiftly beheads the fiend with a single swing of his axe.



While it is a decisive victory, our troops are a bit shaken up. Zuglarkun and Balnash, while alive, are gravely wounded. We'll still need to deal with the rest of them if we are to recieve any reinforcements from the Mountainhome.

10th of Hematite, 301

It's a risky endeavor, yes, but how can we expect to survive in this place if we can't even take care of a few shambling horrors? After a four day rest, the gate is once again lowered, and the real battle begins. The troops wait anxiously, until zombies and husks begin to pour into the west tunnel. Niner ~~feebly~~ bravely charges ahead, disappearing into a cloud of miasma followed closely by a speardwarf named Mafol Socketstockade.

Niner avoids the crossbow-wielding husk's flurry of bolts, but her redshirt comrade is not so lucky

[Spoiler](#) (click to show/hide)

The flying <<steel bolt>> misses the Glorious Overlord!  
The hammerdwarf bashes the human crossbowman nefarious fog husk corpse in the head with his \*iron war hammer\*, bruising the muscle through the <<large giant cave spider silk hood>>!  
The hammerdwarf bashes the human crossbowman nefarious fog husk corpse in the right hand with his \*iron war hammer\*, bruising the bone through the <<large alpaca wool right mitten>>!  
The hammerdwarf bashes the human crossbowman nefarious fog husk corpse in the lower body with his \*iron war hammer\*, bruising the muscle through the <<large pig tail cloak>>!  
The flying <<steel bolt>> strikes the speardwarf in the head, tearing the muscle, chipping the skull and tearing the brain through the <alpaca wool hood>!  
A tendon in the skull has been torn!  
The speardwarf has been knocked unconscious!  
Mafol Seshkikrost, Speardwarf has been found dead.

Niner skillfully engages the crossbowhusk and the spearhusk, but is overwhelmed by their unnatural strength and struggles to find her footing. The tide quickly turns when the disarmed crossbowhusk latches onto her, pinning her down while the spearhusk knocks the wind out of her.

[Spoiler](#) (click to show/hide)

The Glorious Overlord is knocked over!  
The Glorious Overlord stands up.  
The human spearman nefarious fog husk corpse misses the Glorious Overlord!  
The human crossbowman nefarious fog husk corpse misses the Glorious Overlord!  
The Glorious Overlord kicks the human crossbowman nefarious fog husk corpse in the head with her left foot, bruising the muscle through the <<large giant cave spider silk hood>>!  
The human spearman nefarious fog husk corpse strikes at the Glorious Overlord but the shot is easily deflected by the \*iron war hammer\*!  
The Glorious Overlord bashes the human crossbowman nefarious fog husk corpse in the right hand with her \*iron war hammer\* and the severed part sails off in an arc!  
The human spearman nefarious fog husk corpse attacks the Glorious Overlord but She jumps away!  
The human crossbowman nefarious fog husk corpse misses the Glorious Overlord!  
The Glorious Overlord bashes the human crossbowman nefarious fog husk corpse in the right upper arm with her \*iron war hammer\*, fracturing the bone through the <<large pig tail cloak>>!  
The human spearman nefarious fog husk corpse attacks the Glorious Overlord but She jumps away!  
The Glorious Overlord bashes the human crossbowman nefarious fog husk corpse in the lower body with her \*iron war hammer\*, bruising the muscle through the <<large pig tail cloak>>!  
The human crossbowman nefarious fog husk corpse bites the Glorious Overlord in the left upper arm, bruising the fat through the <cave fish leather cloak>!  
The human crossbowman nefarious fog husk corpse latches on firmly!

Taupe sprints down the corridor to save his beloved commander, but it is too little, too late.

[Spoiler](#) (click to show/hide)

The human crossbowman nefarious fog husk corpse kicks the Glorious Overlord in the neck with her right foot and the injured part collapses!  
An artery has been opened by the attack!  
The Glorious Overlord loses hold of the \*iron war hammer\*.  
The Glorious Overlord falls over.

The Karate Crossbowman puts Niner down with a brutal kick to the throat

Taupe confronts the two husks, his axe thirsting for revenge. The macedwarf Puzzlebark and the hammerdwarf Sanctume are not far behind.

[Spoiler](#) (click to show/hide)

The human spearman nefarious fog husk corpse misses the militia captain!  
The human crossbowman nefarious fog husk corpse bites the militia captain in the head, tearing the skin and bruising the muscle through the <bobcat leather hood>!  
The militia captain hacks the human crossbowman nefarious fog husk corpse in the right lower leg with his -iron battle axe- and the severed part sails off in an arc!  
The human spearman nefarious fog husk corpse attacks the militia captain but He jumps away!  
The human spearman nefarious fog husk corpse misses the militia captain!  
The militia captain hacks the human crossbowman nefarious fog husk corpse in the right upper leg with his -iron battle axe- and the severed part sails off in an arc!  
The human crossbowman nefarious fog husk corpse misses the militia captain!  
The human spearman nefarious fog husk corpse misses the militia captain!  
The militia captain hacks the human crossbowman nefarious fog husk corpse in the right lower arm with his -iron battle axe- and the severed part sails off in an arc!  
The human spearman nefarious fog husk corpse charges at the militia captain!  
The militia captain jumps away!  
The human crossbowman nefarious fog husk corpse bites the militia captain in the left hand, tearing the skin through the <pig tail left mitten>!  
The human crossbowman nefarious fog husk corpse latches on firmly!  
The human spearman nefarious fog husk corpse strikes the militia captain in the left lower arm with his <<iron shield>>, bruising the fat through the <white stork leather cloak>!  
The militia captain hacks the human crossbowman nefarious fog husk corpse in the left upper arm with his -iron battle axe- and the severed part sails off in an arc!  
The human spearman nefarious fog husk corpse misses the militia captain!

Taupe's evasion prowess is unmatched, he ducks and weaves, dodging blows like a dwarf possessed. He attempts to carve the crossbowhusk into a thousand bloody pieces, and does a pretty good job of this. The crossbowman, channeling their inner Black Knight, moves to bite his limbs off in return. The spearhusk once again uses this opportunity to cripple its adversary.

[Spoiler](#) (click to show/hide)

The militia captain strikes the human crossbowman nefarious fog husk corpse in the head with the pommel of his -iron battle axe-, but the attack glances away!  
The human crossbowman nefarious fog husk corpse bites the militia captain in the left hand, bruising the fat through the <pig tail left mitten>!  
The human crossbowman nefarious fog husk corpse latches on firmly!  
The human spearman nefarious fog husk corpse strikes the militia captain in the lower body with his <<iron shield>>, bruising the muscle and bruising the guts through the \*iron greaves\*!  
The human spearman nefarious fog husk corpse charges at the militia captain!  
The human spearman nefarious fog husk corpse collides with the militia captain!  
The militia captain is knocked over!  
The militia captain stands up.  
The human spearman nefarious fog husk corpse strikes the militia captain in the left hand with his <<iron shield>> and the injured part is crushed!  
An artery has been opened by the attack!  
The militia captain gives in to pain.  
The human crossbowman nefarious fog husk corpse bites the militia captain in the left hand, bruising the bone through the <pig tail left mitten>!  
The human crossbowman nefarious fog husk corpse latches on firmly!  
The human spearman nefarious fog husk corpse strikes the militia captain in the head with his <<iron shield>>, bruising the muscle through the <bobcat leather hood>!  
The militia captain vomits.

Sanctume and Puzzlebark rush to the commander's side and battle back the onslaught of zombies. A third, hammer-wielding husk, moves in to finish off Niner, but Puzzlebark saves the day by stopping the attack. With his face.

[Spoiler](#) (click to show/hide)

The human hammerman nefarious fog husk corpse strikes at the macedwarf but the shot is blocked!  
The macedwarf bashes the human hammerman nefarious fog husk corpse in the head with her +iron mace+, bruising the muscle through the <<large pig tail hood>>!  
The human hammerman nefarious fog husk corpse bashes the macedwarf in the left foot with her <<copper war hammer>>, jamming the bone through the left ankle's muscle and shattering the left ankle's bone!  
The macedwarf falls over.  
The macedwarf gives in to pain.  
The human hammerman nefarious fog husk corpse bashes the macedwarf in the head with her <<copper war hammer>>, bruising the muscle and fracturing the skull through the ≡iron helm≡!  
The human hammerman nefarious fog husk corpse bashes the macedwarf in the head with her <<copper war hammer>>, bruising the muscle and fracturing the skull through the ≡iron helm≡!  
The recruit strikes the human hammerman nefarious fog husk corpse in the head with her <<bronze pick>> and the severed part sails off in an arc!

Puzzlebark just gets the shit kicked out of him. Thanks to his heavy suit of armor (armor which, I might add, was clearly meant for OUR COMMANDER), he manages to hold out for a surprisingly long time. While the hammerhusk is distracted trying to split his head open, Imic creeps up from behind and swiftly beheads it.

Just when things are looking grim for Taupe, Dr. Flame chops off the spearhusks arm at the elbow with surgical precision, leaving a spear is embedded in Taupe's stomach.

[Spoiler](#) (click to show/hide)

The human spearman nefarious fog husk corpse loses hold of the <<silver spear>>.  
The chief medical dwarf hacks the human spearman nefarious fog husk corpse in the right lower arm with her <bronze battle axe> and the severed part sails off in an arc!  
The human spearman nefarious fog husk corpse strikes the chief medical dwarf in the right lower arm with his <<iron shield>>, bruising the muscle through the <sheep wool cloak>!  
The human spearman nefarious fog husk corpse attacks the chief medical dwarf but she jumps away!  
The Endlessly Resurrected punches the human spearman nefarious fog husk corpse in the left upper leg with her right hand, but the attack glances away!

The rest of the Dead Planks make their presence known... the military miner Imic Bermes, Dr. Flame, and the veteran axedwarf Shem Youthpainted. They put their axe and pick together to bring down the other two husks. It is a glorious whirlwind of blade and limb.

[Spoiler](#) (click to show/hide)

The recruit strikes the human spearman nefarious fog husk corpse in the right upper arm with her <bronze pick> and the severed part sails off in an arc!  
The human spearman nefarious fog husk corpse strikes the Endlessly Resurrected in the left lower leg with his <<iron shield>>, bruising the muscle through the <pig tail robe>!  
The Endlessly Resurrected strikes at the human spearman nefarious fog husk corpse but the shot is blocked!  
The chief medical dwarf hacks the human spearman nefarious fog husk corpse in the left lower leg with her <bronze battle axe> and the severed part sails off in an arc!  
The recruit strikes the human spearman nefarious fog husk corpse in the upper body with her <bronze pick>, tearing the muscle through the <<large alpaca wool cloak>>!  
<<large pig tail hood>>!  
The axedwarf punches the human spearman nefarious fog husk corpse in the lower body with her left hand, bruising the muscle through the <<large alpaca wool cloak>>!  
The human spearman nefarious fog husk corpse strikes the Endlessly Resurrected in the head with his <<iron shield>>, bruising the fat through the <pig tail hood>!  
The chief medical dwarf hacks the human spearman nefarious fog husk corpse in the lower body with her <bronze battle axe>, tearing apart the muscle through the <<large alpaca wool cloak>>!  
The recruit strikes the human spearman nefarious fog husk corpse in the head with her <bronze pick>, tearing apart the muscle through the <<large pig tail hood>>!  
The <bronze pick> has lodged firmly in the wound!  
The Endlessly Resurrected punches the human spearman nefarious fog husk corpse in the head with her right hand, bruising the muscle through the <<large pig tail hood>>!  
The human spearman nefarious fog husk corpse loses hold of the <<large pig tail hood>>.  
The human spearman nefarious fog husk corpse loses hold of the <<large sheep wool cap>>.  
The axedwarf hacks the human spearman nefarious fog husk corpse in the head with her <bronze battle axe> and the severed part sails off in an arc!

Andreas was also there, but for some bloody reason he tossed his pick aside and only brought his fists to the fight. The last husk is slain by Flame. They make short work of the other zombies

The siege is broken, and the necromancers' remaining forces go into full retreat. Four dwarves are left with gruesome injuries, and two left dead. I expected more of a fight, but perhaps the undead husks' rotted brains robbed them of their fighting prowess. I feel the worst is yet to come.

**rotten human hammerman nefarious fog husk corpse mutilated corpse**

Well... that's a mouthful...

..but wait, Niner is still clinging to life!

[Spoiler](#) (click to show/hide)

'Niner' Athelîgam, Glorious Overlord: I've been injured badly. I will not lose hope.  
'Niner' Athelîgam, Glorious Overlord: I wish to make something. It isn't boring.  
'Niner' Athelîgam, Glorious Overlord has been found dead.

RIP Niner. Died as they lived: Bored and full of regrets.

'Taupe' Egenlogem, militia captain: 'Niner' Ringgorged is dead. I am almost overcome by grief.

Taupe spends the next few days crying in a pile of his own vomit.

Spoiler (click to show/hide)

itonstizash's head bites the militia captain in the head, but the attack is deflected by the militia captain's (steel cap)!  
The militia captain regains consciousness.  
The militia captain gives in to pain.  
The militia captain regains consciousness.  
'Taupe' Egenlogem, militia captain: I've been wounded. That's very annoying.  
'Taupe' Egenlogem, militia captain: Death... I am not upset by this.  
'Taupe' Egenlogem, militia captain: I have a part in this. There is no need to feel vengeful.  
The militia captain stands up.  
The militia captain is no longer stunned.

14th of Hematite, 301



A human caravan from Ceshsheddur has arrived.

A human caravan tried to approach us from the North. They were likely holed up just outside of the perimeter waiting for a safe opportunity to enter the area. How do I know this, you ask? Well, let's just say I have very good hearing...

Spoiler (click to show/hide)

The ogre corpse scratches the human merchant in the left upper leg and the injured part is ripped into loose shreds!  
An artery has been opened by the attack!  
The ogre corpse bites the human merchant in the head, tearing apart the muscle, bruising the skull through the (large skunk leather hood)!  
An artery has been opened by the attack!  
A tendon in the skull has been torn!  
The ogre corpse latches on firmly!  
The ogre corpse scratches the human merchant in the head and the severed part sails off in an arc!

Suffice it to say, they didn't make it. Before they reach the open tunnel, a massive undead ogre charges the group, toppling one of the wagons, and ripping a merchant's head off and eating it.

Spoiler (click to show/hide)

The human pikeman looks sick!  
The human pikeman bites the ogre corpse in the lower body, tearing apart the muscle!  
The human pikeman latches on firmly!  
The human hammerman bashes the ogre corpse in the left upper leg with her (copper war hammer), chipping the bone!  
The human pikeman bites the ogre corpse in the right hand, tearing the skin!  
The human pikeman latches on firmly!  
The ogre corpse bites the human pikeman in the left upper leg, bruising the bone through the (large llama wool cloak)!  
The flying (silver bolt) strikes the ogre corpse in the right foot, fracturing the bone!  
A ligament has been torn and a tendon has been torn!  
The human hammerman bashes the ogre corpse in the left lower leg with her (copper war hammer), chipping the bone!  
The human pikeman bites the ogre corpse in the right hand, tearing the skin!



It takes all of their bodyguards to hold it back from toppling the other wagon.

Spoiler (click to show/hide)

The human merchant loses hold of the (large rope reed right mitten).  
The human merchant loses hold of the (large rope reed right glove).  
The ogre corpse scratches the human merchant in the right lower arm and the severed part sails off in an arc!  
The human merchant punches the ogre corpse in the head with her left hand, bruising the muscle!  
The human merchant loses hold of the (large rope reed left mitten).  
The human merchant loses hold of the (large rope reed left glove).  
The ogre corpse scratches the human merchant in the left lower arm and the severed part sails off in an arc!  
Om Mesmkas, Human Merchant: I have a part in this. I will have my revenge.  
The human merchant kicks the ogre corpse in the right lower leg with her right foot, bruising the muscle!

I reckon you've got more than a few *parts* to worry about there...

The forest titan nefarious fog husk charges at the stray cat!

...that's odd, the south gate has gone silent for the first time in months. Could something have drawn our titan's attention away from the front door?



Then that means... oh... oh bloody hell. The thing is *loose*.



Brace yourselves, things are going to get silly.

Yeah, that took a while. I picked a really bad time to play a turn, but as thread curator I feel extremely obligated to play anyway. Wanted to do something wittier, but oy.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Imic** on **May 05, 2016, 04:14:56 am**

Stabilize me a turn near the end.  
I am (sort of) ready.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Sanctume** on **May 05, 2016, 11:51:39 am**

Holy crap, those husks are like the un-nerfed zombies of v40.24.  
And those are human sized corpses, so size matters when zombies charge.

Now ogres corpses, yet to be husked!

Oh, heh, it had to be a damned cat to mess with the titan and lure it inside.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **TheFlame52** on **May 05, 2016, 02:06:52 pm**

I DIDN'T NEED THAT EYE

It looks like axes are the only thing that actually work on the undead. Notice how our two axedwarves are the only ones not dead/seriously wounded?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Sanctume** on **May 05, 2016, 03:43:10 pm**

Yeah, axe looks like the weapon vs husks, with maybe swords as second.

Bone crushing pain is not in play with hammers or maces until you need to crush animating skin or hair.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **TheFlame52** on **May 05, 2016, 03:58:24 pm**

So we need a primary force of axedwarves, plus a reserve force of hammerdwarves to mop things up once the axedwarves have dismantled everything.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **kleanea** on **May 05, 2016, 09:30:51 pm**

I think we need adamantine axes.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **IcepickTrotsky** on **May 05, 2016, 09:34:30 pm**

I think I'd better wait to see if I survive the chaos before I write an RP post.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Archereon** on **May 06, 2016, 07:01:42 am**

I'd say go ahead and do it now; just don't write with the assumption that you'll be alive longer than the present state of affairs.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Spriggans** on **May 06, 2016, 07:46:03 am**

Allright ! Crazy enough for me. I'm in ! :P  
I know it will be only be in months, but can I be dorfed and have a turn please ?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Sanctume** on **May 06, 2016, 10:55:11 am**

Spish - to help with front page.

Sanctume updates:  
5 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg6959571#msg6959571>)  
6 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg6960655#msg6960655>)

**The Dorflist:** *Name, Gender Job (Forumite) - Notes*  
Ryukan, Female, Admin (Ryukan) - Founder  
Flame, Female, Chief Medical Dwarf (TheFlame52) - Founder, missing left eye?  
Imic, Female, Miner (Imic) - Founder  
Spish, Male, Sheriff- Founder, Overseer Year 2  
Taupe, Male, Axedwarf (Taupe) - Founder  
Niner "Glory Overlord", Male, Hammerdwarf Militia Commander (90908) Dead (kick in the throat) - Founder  
Sanctume, Male, Hammerdwarf (Sanctume) - Founder, Overseer Year 1  
Zuglarkun, Female, Macedwarf (Zuglarkun) - missing left eye  
Puzzlebark, Female, Macedwarf (Puzzlebark)  
Clover Magic, Male, Armorsmith (Clover Magic)  
Andreus "Endless Res", Female, Miner (Andreus)  
Twinwolf, Male, Carpenter, (Twinwolf)  
Crashmaster, Male, Mechanic (Crashmaster)  
Balnash "Earthroars" Berrorun, ?male Speardwarf (IcepickTrotsky)

**Undorfed for claiming**  
Kosoth, Female, Miner/Engraver (undorf)  
Shorast, Male Farmer (undorf)  
Lor, Female Mechanic/Marksdwarf (undorf)  
Oddom, Male Thresher (undorf)  
Shem, Female, Axedwarf (undorf)  
Mafol Socketstockade, Male Recruit (undorf) - Dead (steel bolt in skull)

The Pending Dorf List:  
Archereon, Elf  
Deus Asmoth, Scholar  
Gwolfski, Mechanic

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **IcepickTrotsky** on **May 06, 2016, 08:49:49 pm**

I mean, it looks good, except I go by "IcepickTrotsky" on the forums.

-----

Balnash's scribblings, scrawled on a book that has not only seen better days, but probably better decades.

*What a surprise this place is! I've heard stories o'how this place was doomed t'fail from th'get-go, but I didn't see anythin' too horrible on th'way in.*

*Mighta just been luck, though.*

*Anyway, soon as I arrived I found m'self captaining a group of speardwarves. It's been a few years since I hefted a polearm, but no sooner than I had started training these fools and layabouts into a force which could battle with the undead monstrosities which s'posedly wander th'outside, the cry of ADAMANTINE! rose up through the fortress.*

*...Maybe we'll survive this after all.*

**DUN DUN**

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Spish** on **May 06, 2016, 10:37:15 pm**

Quote from: Sanctume on May 05, 2016, 11:51:39 am  
Holy crap, those husks are like the un-nerfed zombies of v40.24.  
And those are human sized corpses, so size matters when zombies charge.

The best part? Unlike zombies, they retain their skills and can master them. So the more they fight, the exponentially more dangerous they get. What if we were to train a squad of elite supersoldiers, and then have them converted into husks? Uh, just... just throwing that out there.

I should have the last update by Sunday, if not, I'll just throw up the Spring save and let Imic have his way with it. Truth be told I'm kind of stalling for the next version because stress is currently broken, and, being the peacekeeper, that doesn't make my job very fun.

Edit: Uh yeah, I should probably stop making promises. Ended up watching my nephew over the weekend.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Sanctume** on **May 07, 2016, 01:15:18 am**

We'll need to capture some were-curses, and start out own were-super soldiers!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Deus Asmoth** on **May 07, 2016, 04:26:19 am**

Do were-husks still transform? They'd at least drop their weapons, I guess.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Taupe** on **May 07, 2016, 10:10:10 am**

Quote from: Deus Asmoth on May 07, 2016, 04:26:19 am  
Do were-husks still transform? They'd at least drop their weapons, I guess.

They'll also full heal all damage suffered every month, so that's not... really... very conforing.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **TheFlame52** on **May 07, 2016, 11:54:14 am**

I think someone needs to test this.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Sanctume** on **May 07, 2016, 12:19:40 pm**

Wasn't in zombie bacon, a piece of the pig became a full pig upon reanimation?  
So if you cut off an arm of a legendary were-husk, it will regen fully, cloning it.  
We'll need lots of serrated disc to science this.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **TheFlame52** on **May 07, 2016, 12:39:10 pm**

No, that's only werebeast zombies, and it doesn't work any more.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Imic** on **May 08, 2016, 03:50:06 pm**

Oi. Sposh. 'Urry up. Please.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Spish** on **May 10, 2016, 03:08:49 am**

Year is finished, save's been sent to Imic. Now I just need to do the write-up before I can share it here. I'll add some details to the dwarflist in the OP as well; We have a human spearman now, among other things.

Apologies for taking so long, hope the wait hasn't been too boring. :P

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Imic** on **May 10, 2016, 03:21:32 am**

I am in charge of bloodyhells.  
I need to get my homework done in school so that i vill be able to have !!!FUN!!! (With Two extra !'s) this will be !!!FUN!!!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Imic** on **May 10, 2016, 01:47:06 pm**

okay, the save is run-  
OH WOW  
THIS PLACE IS A MESS



I HAVE A LOT OF WORK TO DO  
including getting better at using imgur and ms paint.

edit: hang on, that crundle has access to the main fortress. and by crundle, i mean crundle corpse climbing up our stairs. oh god.  
why are there 5 miliatary squads? it's easier to just have one. Guardians of blood it is.  
beginning proper write - up and roleplaying. will wait to post more when spish is ready.  
spish?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **speciesunkn0wn** on **May 10, 2016, 03:08:11 pm**

Hello! I'd like to be dorfed please! Make me a speardwarf. \*pokes the enemies to death\*

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Taupe** on **May 10, 2016, 04:38:20 pm**

Quote from: speciesunkn0wn on May 10, 2016, 03:08:11 pm

Hello! I'd like to be dorfed please! Make me a speardwarf. \*pokes the enemies to death\*

Most of the enemies are, sadly, already dead.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Spish** on **May 10, 2016, 08:09:35 pm**

From the Journal of Spish "Splashoils" Rulushuzol:

13th of Hematite, 301  
You know what this place could use more of?



Engraved is a 'Spish' Rulushuzol rendition of The Fight of Ceilings, an image of a dragon, a goblin and a hatch cover. The dragon is raising the hatch cover. The goblin is making a plaintive gesture. The image was commissioned by The Shaken Corridors, a local dwarven government.

Yeah. Dragons don't take shit from nobody. A few more hatch covers wouldn't hurt either.

...Oh right, where was I?  
[Spoiler](#) (click to show/hide)

The ogre corpse misses the human crossbowman!  
The ogre corpse attacks the human crossbowman but She jumps away!  
The ogre corpse attacks the human crossbowman but He jumps away!  
The ogre corpse misses the human crossbowman!  
The ogre corpse attacks the human crossbowman but He jumps away!  
The flying <<silver bolt>> strikes the ogre corpse in the right lower leg, fracturing the bone!  
A ligament has been torn and a tendon has been torn!  
The flying <<bronze bolt>> strikes the ogre corpse in the upper body, tearing apart the muscle and tearing the right lung!  
The flying <<silver bolt>> strikes the ogre corpse in the right upper leg, fracturing the bone!  
A tendon has been torn!  
The flying <<bronze bolt>> strikes the ogre corpse in the left lower leg, fracturing the bone!  
A ligament has been torn and a tendon has been torn!  
The ogre corpse misses the human crossbowman!  
The ogre corpse misses the human crossbowman!  
The flying <<silver bolt>> strikes the ogre corpse in the right upper arm, fracturing the bone!  
A tendon has been torn!  
The flying <<bronze bolt>> strikes the ogre corpse in the head and the injured part is cloven asunder!  
A tendon in the skull has been torn!  
The <<bronze bolt>> has lodged firmly in the wound!

The ogre makes short work of the three footsoldiers, but due to it's lack of functioning legs it can't keep up with the crossbowmen. Eventually one of them lands a miraculous shot, splitting the ogres head in twain, proving these things actually can be defeated. Unfortunately for them, their wild firing attracts unwanted attention.

[Spoiler](#) (click to show/hide)

The forest titan nefarious fog husk strikes the yak cow in the head with its <<pig tail left glove>> and the injured part explodes into gore!  
An artery has been opened by the attack!  
The flying <<silver bolt>> strikes the forest titan nefarious fog husk in the right lower arm, tearing the muscle!  
The <<silver bolt>> has lodged firmly in the wound!  
The forest titan nefarious fog husk pulls out and drops the <<silver bolt>>.

Horse  
Overcome by terror!, ♀

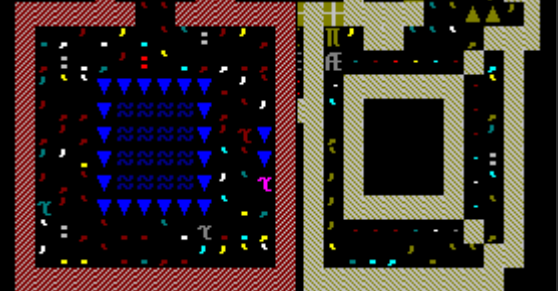
Let's just say it wasn't a pretty sight.



...  
Can one of you IDIOTS close the gate already?

20th of Hematite, 301

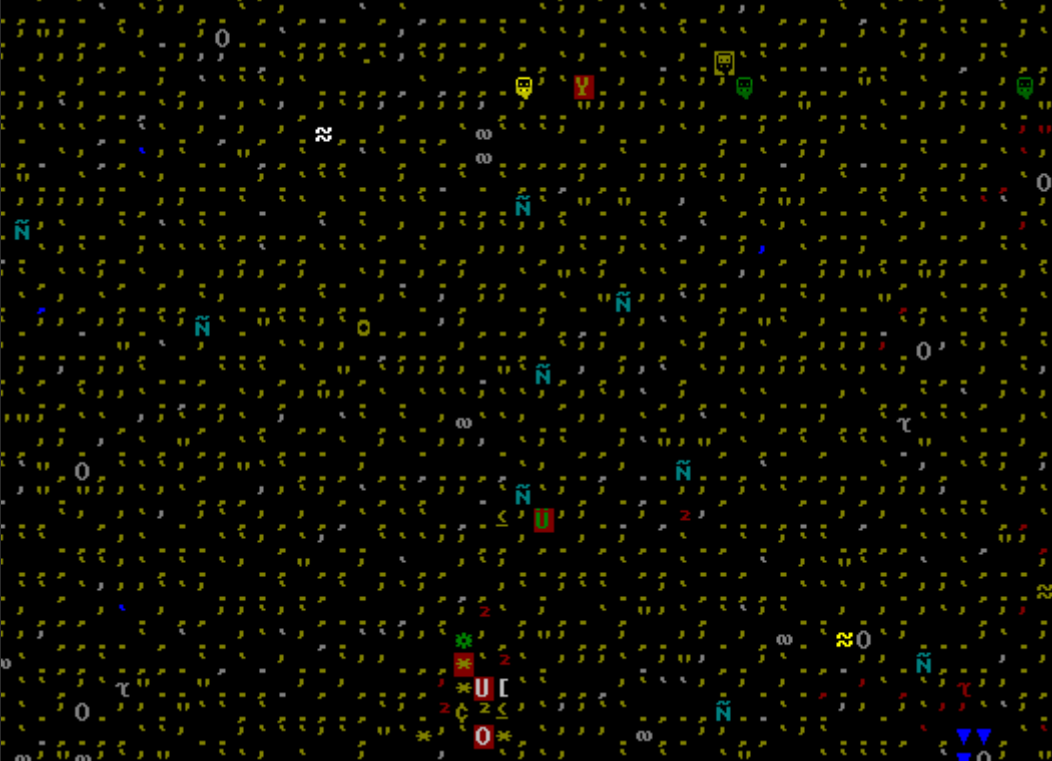
Finally, we've reached the magma sea. With a magma smelter pumping out iron, and all that other stuff out of the way, I've started the mining out a separate, stone fortress, complete with its own aquifer breach and surface airlock entrance. If hell breaks loose up top, we'll be able to keep it out of here. At least, that's the plan, anyway.



Sanctume had his fancy engineering and all that, but me I prefer to do things the easy way.



11th of Malachite, 301



Migrants arrive from the north and are immediately swarmed by the undead hordes.

[Spoiler](#) (click to show/hide)

Cat mutilated corpse latches on firmly!  
Cat mutilated corpse scratches the fish cleaner in the head, bruising the muscle through the <llama wool hood>!  
Cat mutilated corpse scratches the fish cleaner in the head, bruising the muscle through the <llama wool hood>!  
Cat mutilated corpse scratches the fish cleaner in the head, bruising the muscle through the <llama wool hood>!

It's a troublesome scene to be sure.

Zaneg Eralrutod, Stonecrafter cancels Fish: Interrupted by a forest titan nefarious fog husk.

You may want to be more careful around those bodies of water, we got spinos.

By the time I manage to get the gates open, only two of them are even still alive. Let's see how they're enjoying their vacation so far...

Endok Lorbambal, Shearer: I was rescued. I don't feel relieved.  
Atis Akrulsigun, Ranger: Death... This is truly horrifying.  
Atis Akrulsigun, Ranger: Death is all around us. This is truly horrifying.  
Atis Akrulsigun, Ranger: Death is all around us. This is truly horrifying.  
Atis Akrulsigun, Ranger: Death is all around us. This is truly horrifying.  
Atis Akrulsigun, Ranger: Death is all around us. This is truly horrifying.

Yeah yeah, we get it. Sheesh, you don't have to be such a drama queen about it...

15th of Galena, 301

'Puzzlebark' Likotidash, Farmer has been possessed!  
'Puzzlebark' Likotidash has claimed a Leather Works.  
'Puzzlebark' Likotidash has begun a mysterious construction!

Puzzlebark is acting strange, he must've taken a few too many blows to the head.

[Spoiler](#) (click to show/hide)

Zegbecor Odkish Stingbol, "Tattooedtempted the Fern of Barbarns", a llm l  
This is a llama leather cap. All craftsddwarfship is of the highest quality.  
It is encircled with bands of llama leather.

I won't lie, it *is* a nice hat. But surely you could've made something more useful, like say, a hatch cover perhaps?

15th of Limestone, 301

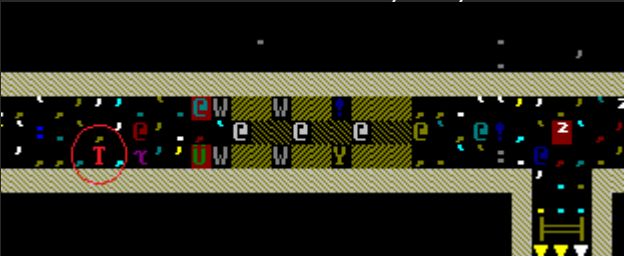
Traders from the Mountainhome arrive with their wagoned caravan.



[Spoiler](#) (click to show/hide)

The forest titan nefarious fog husk scratches the swordsdwarf in the head and the severed part sails off in an arc!  
Onget Emenðnul, Swords dwarf has been found dead.  
The forest titan nefarious fog husk kicks the merchant in the lower body with its right foot and the injured part explodes into gore!  
An artery has been opened by the attack!  
The merchant is propelled away by the force of the blow!  
The merchant slams into an obstacle!

They make it to the Depot, but after hearing the agonized screams of their co-workers, they quickly begin to have second thoughts. They start to head back out the way they came and...



Oops is right. Just then it dawns on me that we have the Forest Titan right where we want it, I have Ryukan, who is locked in the control room without food or water, quickly seal up the west tunnel. I can still hear them screaming the next morning.

[Spoiler](#) (click to show/hide)

Mörul Likotalén, Swordswarf has been found dead.  
The forest titan nefarious fog husk latches on firmly!  
ùshrír Likotstígaz, Merchant: I've been injured badly. This leaves me so shaken.  
The merchant scratches the forest titan nefarious fog husk in the teeth, but the attack glances away!  
The forest titan nefarious fog husk shakes the merchant around by the left upper leg and the severed part sails off in an arc!  
The left upper leg is ripped away and remains in The forest titan nefarious fog husk's grip!  
ùshrír Likotstígaz, Merchant has been found dead.

CAN YOU FEEL THE KINDNESS!?

[Spoiler](#) (click to show/hide)

The forest titan nefarious fog husk bites the merchant in the lower body, tearing apart the muscle through the <<giant bat leather cloak>> and spilling his guts!  
An artery has been opened by the attack!  
The forest titan nefarious fog husk latches on firmly!  
The merchant punches the forest titan nefarious fog husk in the upper body with his right hand, bruising the fat!  
The forest titan nefarious fog husk shakes the merchant around by the lower body, tearing apart the lower body's muscle!  
It is a gelding blow!  
An artery in the lower body has been opened by the attack!  
The merchant gives in to pain.  
The merchant falls over.  
Bëmbul Sedilkogan, Merchant has been found dead.

LOOK AT ALL THIS GIVING!!!

[Spoiler](#) (click to show/hide)

The axedwarf hacks the forest titan nefarious fog husk in the right foot with her <<copper battle axe>>, tearing apart the scale!  
The forest titan nefarious fog husk strikes at the axedwarf but the shot is blocked!  
Zefon Atírbal, Axedwarf has been found dead.  
The macedwarf strikes the forest titan nefarious fog husk in the lower body with her <<bronze shield>>, bruising the fat!  
The forest titan nefarious fog husk bites the macedwarf in the lower body, tearing apart the muscle and tearing apart the spleen through the <<sheep wool cloak>>!  
An artery has been opened by the attack!  
The forest titan nefarious fog husk latches on firmly!  
The forest titan nefarious fog husk shakes the macedwarf around by the lower body, tearing apart the lower body's muscle!  
An artery in the lower body has been opened by the attack!  
The forest titan nefarious fog husk scratches the macedwarf in the head and the severed part sails off in an arc!



Saló Narenatipi Tapealisa

A huge scaly theropod. It has three long, straight tails and it emanates an aura of giving and kindness. Its eyes glow fuchsia. Its rose taupe scales are blocky and overlapping.

Its left hand is gouting Saló Furskins the Submerged Buds's forest titan blood. Its left upper leg is broken. Its left upper leg is cut open. Its left upper leg is dented. Its left lower arm is broken. Its left lower arm is cut open. Its left lower arm is dented. Its right hand is mangled beyond recognition. Its right lower arm is broken. Its right lower arm is cut open. Its right lower arm is dented. Its left upper arm is broken. Its left upper arm is cut open. Its left upper arm is dented. Its fourth toe, right foot is broken. Its fourth toe, right foot is smashed open. Its fourth toe, right foot is bruised. Its first toe, right foot is broken. Its first toe, right foot is smashed open. Its first toe, right foot is dented. Its left lower leg is fractured. Its left lower leg is cut open. Its left lower leg is dented. Its right foot is fractured. Its right foot is cut open. Its right foot is dented. Its right lower leg is fractured. Its right lower leg is cut open. Its right lower leg is dented. Its left foot is mangled beyond recognition. Its right upper arm is fractured. Its right upper arm is cut open. Its right upper arm is dented. Its right upper leg is fractured. Its right upper leg is cut open. Its right upper leg is dented. Its right tail is fractured. Its right tail is cut open. Its left tail is fractured. Its center tail is cut open. Its center tail is dented. Its upper body is torn open. Its upper body is dented. Its neck is cut open. Its neck is dented. Its lower body is cut open. Its lower body is dented. Its head is cut open. Its head is dented. Its right false ribs are broken. Its tongue is cut open. Its left lung is fractured. Its right true ribs are fractured. Its skull is fractured. Its upper spine is fractured. Its guts is fractured. Its left floating ribs are fractured. Its left true ribs are fractured. Its right lung is fractured.

Its left hand is gone. Its left lower leg bears a tiny straight scar. Its right lower arm bears a tiny straight scar. Its right hand bears a tiny straight scar. Its left tail bears a massive straight scar. Its left lower arm bears a massive curving scar. Its right foot bears a very short straight scar. Its left foot bears a massive straight scar. Its center tail bears a massive straight scar. Its right upper arm bears a massive straight scar. Its right lower leg bears a tiny straight scar. Its lower body bears a tiny straight scar. Its right upper leg bears a tiny straight scar. Its upper body bears a tiny straight scar. Its right lower arm bears a tiny straight scar.

Okay, how the hell do you even kill this thing? They were stabbing it for days. By the way, its severed hand is *its own entity* now.

A pair of merchants managed to escape into the fortress. They've lost everything.

íton Adilmilol, Merchant: Death... The horror...  
The merchant retches.  
The merchant retches.  
The merchant vomits.

He crawls off into the caverns, never to be seen again.

30th of Sandstone, 301

Most fortresses just have roaches and other crud like that. We have to deal with...

[Spoiler](#) (click to show/hide)

Rimtar Sâkzulořshar, Weaver: I was attacked by the dead. This is truly horrifying.  
Rimtar Sâkzulořshar, Weaver: I must withdraw!  
Peasant left lower arm punches the weaver in the head with his left hand, bruising the muscle through the <alpaca wool hood>!  
The weaver has been knocked unconscious!  
'Taupe' Egenlogem, militia captain cancels Sleep: Interrupted by Kezebal's left lower arm.  
Troll head attacks the militia commander but He jumps away!  
The expedition leader punches troll head in the upper right back teeth with his right hand and the severed part sails off in an arc!

...I really hate this place.

15th of Sandstone, 301

One last migrant wave. With the titan locked away many of them actually make it into the fortress this time. They are stopped in their tracks by herd of zombified farm animals. The smart ones go around, the stupid ones try to fight their way through it.



[Spoiler \(click to show/hide\)](#)  
Llama corpse charges at the miner!  
Llama corpse collides with the miner!  
The miner is knocked over and tumbles backward!  
Llama corpse kicks the miner in the left foot with her left rear foot and the injured part explodes into gore!  
An artery has been opened by the attack!  
Llama corpse kicks the miner in the head with her left rear foot, bruising the muscle, bruising the skull through the (cave spider silk hood)!  
Llama corpse kicks the miner in the head with her left rear foot and the injured part collapses into a lump of gore!  
An artery has been opened by the attack!

We now number at 26. Among the survivors, Spriggans Guardedflag the axe-wielding jeweler. He is appointed as captain of The Dead Planks.

A human bard and his swordsman friend snuck their way into the fortress during the chaos. He introduces himself as Lapip Knowledgeknower.

Lapip Fedemagal, Human Bard  
"Lapip Knowledgeknower"  
♂  
  
Socialize  
  
Artist  
  
This visitor has come to perform. He was curious about The Still Post.

What the hell kind of a name is that? It's kind of suspicious if you ask me... anyway, I look away for one moment and he makes his escape, no doubt spreading word about our adamantine riches to the outside world. Am I going to have to install an anti-comedian security system?

26th of Timber, 301

Some deadbeat poet tried to make their way into the fortress. The giant firefly husks got to 'em first.

[Spoiler \(click to show/hide\)](#)  
The dwarf poet nefarious fog husk punches the giant firefly nefarious fog husk corpse in the head with her right hand and the injured part is smashed into the body, an unrecognizable mass!

They were also apparently contagious...

10th of Opal, 301

A human spearman by the name of Onbir Yawnjoy enters through our brand new airlock, and offers his services to our military. Whatever you want man, it's your funeral. It's an honor to welcome someone who appreciates hatch covers as much as I.

11th of Opal, 301

Kadol Limullîlar, Dwarven Child has created Teshkadlaltur Bukèt Arel, a diorite amulet!

[Spoiler \(click to show/hide\)](#)  
This is a diorite amulet. All crafts dwarfship is of the highest quality. It is encrusted with single cut red tourmalines. This object menaces with spikes of diorite. Basic Value: 20400\*

Wait, who in their right mind would send a *child* to a place like this?

22nth of Obsidian, 301

I was in a bit of a hurry and may have made a few miscalculations with the plumbing. Where the hell is all this blood coming from anyway?

Why are there chain restraints in all the bedrooms, you ask? Well that's none of your concern, citizen.

The Cyclopean Snacks is now open for business. We now have a temple to Kidet, the god of War, Chaos, and Fortresses: The Cathedral of Reigns. I have also established a temple to Tarem, The Sanctum of Biles, for our (unsurprisingly) rather prevalent worshippers of death, disease and suicide.

1st of Granite, 302

The year has come to a close, finally freeing me of all this damn responsibility.



Yeah, I'm not really cut out for this whole leadership thing; I'd hate to be the guy that has to clean up this mess. Speaking of which, I wonder how they're preparing for the job...

'Imic' Bermes, Miner Meditate on Suicide!

Hey, I get most of my notes from random screenshots and sorting through all that junk takes time. Imic, you may begin. I wish death upon you, best of luck ;)

<http://dffdbay12games.com/file.php?id=12016>

I tried to get way more done than I realistically could've, hence why the fortress is such a bloody mess. I had plans for a doomsday lever, but obviously I didn't have the time or the means to put those contraptions together. Guess I'll leave that one up to you guys. :P

The save is perfectly compatible with the new version, so we may as well move on up. Course this may prevent people from using programs like Therapist and DFhack for the time being.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **TheFlame52** on **May 10, 2016, 08:32:34 pm**

Just in case you forgot this was a Battlefailed sequel...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Our titans are different**  
Post by: **Taupe** on **May 10, 2016, 09:16:27 pm**

Yo, is my dude still in one piece? He used to be a simple wood burner until he got involved in *several* fights with undead, husks and body parts. now he's apparently a militia captain and I,m just not sure just how many bits of the poor guy are left...

He was replaced by Spriggans as the axedwarf militia captain. He is scarred and doesn't feel anything anymore.  
Quote from: Imic on May 10, 2016, 01:47:06 pm



The Crop Tool (<http://downloadicons.net/sites/default/files/crop-tool-icon-47227.png>) is your friend.

On windows you can press alt+printscreen to take a screenshot of the window, then directly paste it into imgur to upload it.

Will post stuff later tonight. Real life and My time zone got in the way.

Maybe the titan thinks that everyone is meditating on suicide, and it's just giving them what it thinks they want. This is a Battlefailed fortress after all.

well then.  
Imic, finished meditating on suicide, addressed the bedraggled crowds around her.  
'as your new Overseer, i would like to say something. This will be a good time. i want everything to work wel. I-  
GOOOOOOOOOOOOOOOOOOOBLLLLLLLLLLLLINS!!!!!!!!!!!!!!  
well, four goblins.  
CLOSE THE GATE  
yes.  
ah, good. i- OH NO WAIT THE GATE WAS ALREADY CLOSED! DON'T PULL THAT LEVER!!!!!!!!!!!!



oh thank god. now, get to work!

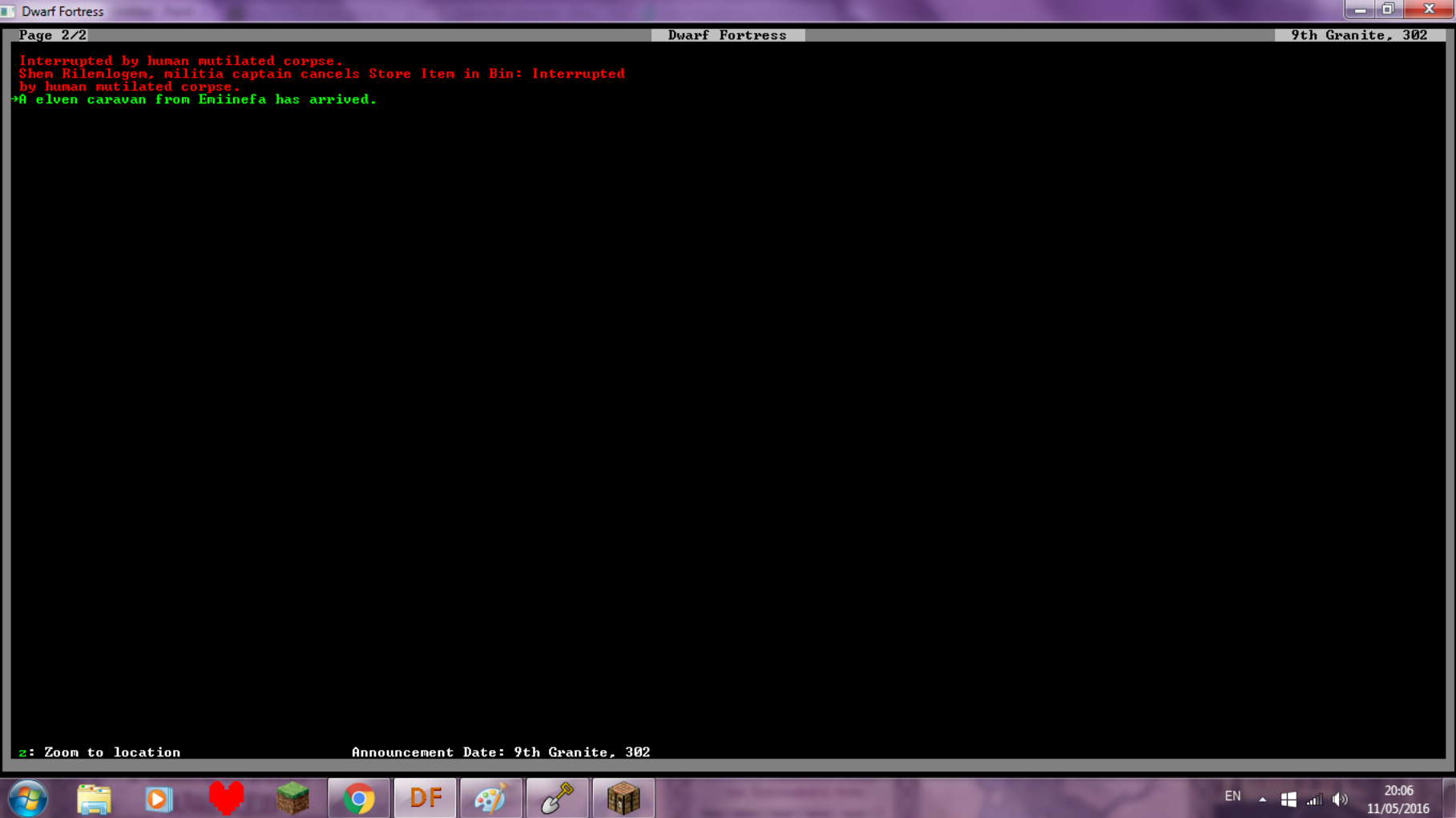


later...  
IT'S IN THE BASE!!!!!!!!!!!!  
WHYYYYYYYYYYYYYYYY!!!!!!!!!!!!



it's not moving. i-





why do I even bother.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Dorfs Wanted**  
Post by: **Taupe** on **May 11, 2016, 02:20:35 pm**

*"Meditating on suicide: A zen approach to sudden finality"*

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Dorfs Wanted**  
Post by: **TheFlame52** on **May 11, 2016, 04:00:55 pm**

Oh what the hell.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Dorfs Wanted**  
Post by: **Sanctume** on **May 11, 2016, 05:58:30 pm**

IT, is inside?

Is Barney in the house?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Dorfs Wanted**  
Post by: **Dozebôm Lolumzalis** on **May 12, 2016, 08:23:59 pm**

GREAT ALMIGHTY ARMOK HOW DID I NOT KNOW THAT THIS WAS HAPPENING

*Sign me up.* In the tradition of the players of legend and awe, I shall drive this fortress *directly into the bloody ground!*

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - Dorfs Wanted**  
Post by: **Imic** on **May 14, 2016, 12:33:08 am**

well then. all's well. begin working!  
imic went to have a sit down  
this is tiring work, she said.  
'YOUR OVERSEERINESS'  
'what is it now?'  
th- th- th- fo  
OH GOD NO





it's.. STILL ALIVE!  
THE UNDEAD MENACE!  
IT'S AFTER PUZZLEBARK  
IT KILLED ZUGLARKUN AND NOW IT'S AFTER PUZZLEBARK!  
RUN, PUZZLEBARK!  
actually...  
YOU'RE RE-CONSCRIPTED INTO THE MILIATARY.  
CAN YOU HEAR ME?  
ATTACK!  
HE HEARD ME.  
meanwhi- OH NO WHY IS THIS FORTRESS DOOMED TO DIE?!?!?!?!?!?



OOOOOOOOOOOOOOOOOOOAAAAAAAAARGhwhy?...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Lebo** on **May 14, 2016, 05:55:45 am**

As is proper for \*failed forts, I have no god damn idea what is happening except that it is horrifying, and probably was inevitable.

Gimme a dorf when you get the chance(maybe) and sign me up for a turn! Hell, maybe the fort lives that long, they have had the tendency to cling to some sort of mockery of life.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Imic** on **May 14, 2016, 08:12:42 am**

Quote from: [Lebo](#) on May 14, 2016, 05:55:45 am

As is proper for \*failed forts, I have no god damn idea what is happening except that it is horrifying, and probably was inevitable.

Gimme a dorf when you get the chance(maybe) and sign me up for a turn! Hell, maybe the fort lives that long, they have had the tendency to cling to some sort of mockery of life.

Will dorf you. You may be randomly drafted into the miliatary. You may die. A lot of dying.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Imic** on **May 15, 2016, 12:12:50 pm**



nevermind, i panicked so much that i ran out of free time. see ya in june.  
http://dff.d.bay12games.com/file.php?id=12037  
next player, please!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Spish** on **May 15, 2016, 03:36:04 pm**

Pity, I liked where this was headed. We're onto Gwolfski then.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Imic** on **May 17, 2016, 07:18:50 am**

~~Mutton head~~ Gwolfski! Get in here!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolfski** on **May 17, 2016, 09:36:07 am**

I know!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Senshuken** on **May 18, 2016, 04:40:42 pm**

I need to read all the things leading up to this to get caught up lore wise, but I want to be dorfed in!

Can't be an overseer through but that's fine. I would like a military dwarf named Senshuken!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolfski** on **May 18, 2016, 04:41:54 pm**

Quote from: Senshuken on May 18, 2016, 04:40:42 pm

I need to read all the things leading up to this to get caught up lore wise, but I want to be dorfed in!

Can't be an overseer through but that's fine. I would like a military dwarf named Senshuken!

Any preferences?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Senshuken** on **May 18, 2016, 11:18:30 pm**

Quote from: Gwolfski on May 18, 2016, 04:41:54 pm

Quote from: Senshuken on May 18, 2016, 04:40:42 pm

I need to read all the things leading up to this to get caught up lore wise, but I want to be dorfed in!

Can't be an overseer through but that's fine. I would like a military dwarf named Senshuken!

Any preferences?

What has the Fortress got currently?

Edit: I'm not picky. I would like a crossbow if we're got them. Crossbow dwarves have a tendency to stay alive longer then the melee guys right? However, if we need melee fighters to charge into the meat grinder I'm happy to do so.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Taupe** on **May 19, 2016, 10:50:21 am**

We'll still on Senshuken IV by next year. The name does not equal survival.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolfski** on **May 20, 2016, 12:38:17 am**

Send help

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **TheFlame52** on **May 20, 2016, 02:06:24 pm**

Oh hell.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolfski** on **May 20, 2016, 02:16:11 pm**

Random zombies are getting in...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **TheError** on **May 21, 2016, 01:42:42 pm**

A dwarf and a turn. Dwarf me as anyone, with the custom job title of "crazy old man".

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Imic** on **May 22, 2016, 12:16:18 am**

Quote from: Gwolfski on May 20, 2016, 02:16:11 pm

Random zombies are getting in...

I wasn't letting zom- hang on, from where? And... Why?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Taupe** on **May 22, 2016, 12:28:45 am**

Well at least those arent -specific- zombies...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolski** on **May 22, 2016, 02:31:42 am**

Mental breakdown here. I think I'll only play half a year...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Lebo** on **May 22, 2016, 07:15:42 am**

This really is starting to sound like a \*failed fort, when it's the players having mental breakdowns instead of the fort dorfs.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Taupe** on **May 22, 2016, 08:05:17 pm**

Quote from: Lebo on May 22, 2016, 07:15:42 am  
This really is starting to sound like a \*failed fort, when it's the players having mental breakdowns instead of the fort dorfs.  
You misspelled "*success*".

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Imic** on **May 24, 2016, 04:57:54 am**

Quote from: Taupe on May 22, 2016, 08:05:17 pm  
Quote from: Lebo on May 22, 2016, 07:15:42 am  
This really is starting to sound like a \*failed fort, when it's the players having mental breakdowns instead of the fort dorfs.  
You misspelled "*success*".  
How do you sig quotes?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Deus Asmoth** on **May 24, 2016, 08:53:53 am**

Quote, copy it, paste it into the sig box.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Imic** on **May 25, 2016, 04:13:56 am**

Quote from: Deus Asmoth on May 24, 2016, 08:53:53 am  
Quote, copy it, paste it into the sig box.  
Thanks.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolski** on **May 25, 2016, 12:29:53 pm**

SAve up soon- 1-2 days

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Imic** on **May 25, 2016, 12:46:16 pm**

Quote from: Gwolski on May 25, 2016, 12:29:53 pm  
SAve up soon- 1-2 days  
Did my dig side to the west side of the fortress get finished? I mean, i doubt it, but still, did it?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Sanctume** on **May 25, 2016, 01:48:26 pm**

The silence following the last death curdling scream could only mean the cold decaying corpses shuffle silently amidst the foul fog, and in their transformation to life hating husks only resulted further stillness because there are no more living within reach.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Senshuken** on **May 26, 2016, 11:44:49 am**

I find it rather terrifying and an omen for things to come that even veteran players of Dwarf Fortress are freaking out and abandoning Battlefailed so quickly.

However, while the odds may be stacked against us I cannot help but feel in my heart that we can overcome the horrors that have been assembled before us as we have overcome countless horrors and monstrosities that have plagued dwarf kind since the early days of Battlefailed. We will rally ourselves and purge the zombies from our midst, retake our Fortress and find a way to put down the cursed abomination that is Salo (and it's now independent arm) once and for all!...Or throw away countless lives trying!

Either way, Kidet and Tarem will be pleased with our suicidal war against the Undead! For War and Suicidal Death, CHARGE!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolski** on **May 26, 2016, 02:08:49 pm**

I am playing while sort-of sleep-deprived, so bad stuff *might* happen....

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Ghills** on **May 27, 2016, 09:10:31 am**

This series is still going? Amazing. I'd love a turn and a dorf. Kosoth Savagebolted for preference, but any will do.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolski** on **May 27, 2016, 10:17:11 am**

Will do.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolski** on **May 28, 2016, 05:16:57 pm**

I'm bored. I'm gonna build a tower on the surface....

Edit: Just saying ill be away for free days, so wont be able to post updates. Expect a)tower on surface or b)death or c)both

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **TheFlame52** on **May 29, 2016, 07:36:32 pm**

BORED in a BATTLEFAILED FORT

WHAT ARE YOU

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolfski** on **May 30, 2016, 01:05:58 am**

Quote from: TheFlame52 on May 29, 2016, 07:36:32 pm

BORED in a BATTLEFAILED FORT

WHAT ARE YOU

just wait.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Crashmaster** on **May 30, 2016, 02:38:53 am**

We've been waiting. Update time pls.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Spish** on **May 31, 2016, 12:02:39 pm**

Oi, your two weeks are almost up. Have something to show us by June 1st.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 01, 2016, 06:09:50 am**

Maybe I'll actually get to play a Battlefailed fort this time. Dorf and turn slot plz :) (though given BF's history, getting to 22 is ... unlikely)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolfski** on **June 01, 2016, 12:05:34 pm**

I told you i'd be away. update+save shortly.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolfski** on **June 01, 2016, 02:32:43 pm**

Twinwolf's dead in the dining room. Alcohol abuse? poisoned roast?

**Lirist Lirukbesmar, baron consort of Fountainsabre is visiting.**

Good luck, nobles.

edit: breaching surface. See ya in 16hrs

All the zombies busy slaughtering migrants and merchants, so making a dash for it.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Senshuken** on **June 02, 2016, 06:17:40 am**

I do believe I may have found the perfect joint prayer to be sung in the name of our gods.

<https://www.youtube.com/watch?v=FTtwFyFNgfg> (<https://www.youtube.com/watch?v=FTtwFyFNgfg>)

Now the question is, how do I get it to appear as a youtube video on the site...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolfski** on **June 02, 2016, 02:08:47 pm**

OHSHITOHSHITOHSHI-

Good timing, visitors!

save uploading

<http://dff.d.bay12games.com/file.php?id=12104>

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Spish** on **June 02, 2016, 08:49:48 pm**

Alright, I'll check out the save and update the OP soon. It is now Ryukan's turn.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Twinwolf** on **June 02, 2016, 08:54:13 pm**

Well I lasted longer than expected.

Twinwolf II, when there's an available dwarf, please :P

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **The Master** on **June 02, 2016, 11:04:38 pm**



Just a minute. There was another Battlefailed sequel and I wasn't invited? This has to remedied, post haste. Sign me up. Name my dwarf The Master, as it should be.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 02, 2016, 11:12:07 pm**

Quote from: The Master on June 02, 2016, 11:04:38 pm  
Just a minute. There was another Battlefailed sequel and I wasn't invited? This has to remedied, post haste. Sign me up. Name my dwarf The Master, as it should be.

We were afraid the fort would die off again and fail to collapse. Fixing reality is expensive, and Bloodyhells isn't made of or making money.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **The Master** on **June 02, 2016, 11:23:32 pm**

Quote from: NCommander on June 02, 2016, 11:12:07 pm  
We were afraid the fort would die off again and fail to collapse. Fixing reality is expensive, and Bloodyhells isn't made of or making money.  
Oh, don't worry. That event has only ever happened once throughout all the years I've played DF. *What are the odds it could happen again?*

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Senshuken** on **June 03, 2016, 12:44:01 am**

I suspect that Senshuken has actually been dwarfed, but I have no idea what they are like or what they do...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 03, 2016, 01:07:32 am**

Quote from: The Master on June 02, 2016, 11:23:32 pm  
Oh, don't worry. That event has only ever happened once throughout all the years I've played DF. *What are the odds it could happen again?*

About the same as someone reclaiming Battlefailed.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolfski** on **June 03, 2016, 03:48:28 am**

Quote from: NCommander on June 03, 2016, 01:07:32 am  
Quote from: The Master on June 02, 2016, 11:23:32 pm  
Oh, don't worry. That event has only ever happened once throughout all the years I've played DF. *What are the odds it could happen again?*  
  
About the same as someone reclaiming Battlefailed.

I *did* that. At least got a stable bunker in there.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 03, 2016, 03:51:50 am**

Quote from: Gwolfski on June 03, 2016, 03:48:28 am  
Quote from: NCommander on June 03, 2016, 01:07:32 am  
Quote from: The Master on June 02, 2016, 11:23:32 pm  
Oh, don't worry. That event has only ever happened once throughout all the years I've played DF. *What are the odds it could happen again?*  
  
About the same as someone reclaiming Battlefailed.  
  
I *did* that. At least got a stable bunker in there.

I was mostly thinking about this: <http://www.bay12forums.com/smf/index.php?topic=76193.0>

Getting a bunker in Battlefailed is one thing. Actually gaining control of the fortress. Making the failcannon work ...

Well ... Yeah.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolfski** on **June 03, 2016, 04:31:30 am**

Quote from: NCommander on June 03, 2016, 03:51:50 am  
Quote from: Gwolfski on June 03, 2016, 03:48:28 am  
Quote from: NCommander on June 03, 2016, 01:07:32 am  
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Getting a bunker in Battlefailed is one thing. Actually gaining control of the fortress. Making the failcannon work ...  
  
Well ... Yeah.

Well, I got a new hobby. Only problem is that it is full of undead....

EDIT: Anyone able to get hold of clear plans of the failcannon?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 03, 2016, 04:44:08 am**

Quote from: Gwolfski on June 03, 2016, 04:31:30 am  
Well, I got a new hobby. Only problem is that it is full of undead....  
  
EDIT: Anyone able to get hold of clear plans of the failcannon?

I actually managed to partially reclaim it by using the old age exploit to kill off the ghosts. I reclaimed most of upper failcannon and about half of the lower one but there was very little interest in the thread, and the FPS was pain.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolfski** on **June 03, 2016, 05:57:57 am**

I think I'll go flood the whole thing. Most should drown, rest can be washed out. Rinse, repeat. Like cleaning a dirty pipe. Except with mobile, intelligent blockages.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Sanctume** on **June 03, 2016, 09:14:04 am**

Other than Salo, everything can be atom smashed.

That north passage has a 10x6 atom smasher that is already linked. With 2 1x2 raising bridges air locks also; and doors and bait room. AFAIK, they are all links in the lever control room, with matching Notes on lever-bridge, and even Note color coordinated.

North, There is at least 1 Building Destroyer trap (for webbed) with built fortification and shutters.  
North, Two more FB traps were added, but incomplete I think. It's a simple 1x2 raising bridge with 2 door baits. It's simple and effective.

Too bad, the north surface was breached prior to completing this.

Zombies can be herded when they find the path to live bait, and can be controlled/penned by merely forbidding doors before they control it.

There are similar 6x10 rooms on the east and west passages.

There should be at least 2 military training in order to handle the undead and butchering of animals inside; with the garbage chute used and reset and ready to go smash again.

Magma smelters and Magma forge should have happened sooner with all the hematite found. Then Magma Glass Furnace to crank out trap components; Spiked Balls would be my choice. Do they pulp?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Senshuken** on **June 03, 2016, 10:11:34 am**

Quote from: Sanctume on June 03, 2016, 09:14:04 am

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There are similar 6x10 rooms on the east and west passages.

There should be at least 2 military training in order to handle the undead and butchering of animals inside; with the garbage chute used and reset and ready to go smash again.

Magma smelters and Magma forge should have happened sooner with all the hematite found. Then Magma Glass Furnace to crank out trap components; Spiked Balls would be my choice. Do they pulp?

Would you consider the current situation salvageable?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Sanctume** on **June 03, 2016, 10:32:10 am**

Yeah, it's salvageable.

It just looks overwhelming when too large projects being done with so few citizens.

Treat it as new embark, and focus on small projects to get some satisfaction from completing something.

Atom smasher hall help wipe lingering zombies / husks.

A 5z deep garbage (diagonal) dump (with atom smasher or 2/7 magma) is needed so you can pit undead without Urist from above seeing down below and freaking out.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolfski** on **June 03, 2016, 11:26:27 am**

This is about battlefaile, right?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Sanctume** on **June 03, 2016, 11:46:43 am**

You can't have a battle without an army. Might as well call it Migrant Slaughter 2: Salo's Brunch.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **The Master** on **June 03, 2016, 12:24:31 pm**

So where is everyone? As in, on this board in general. Is everyone just busy this time of year? Or are people really starting to leave?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Sanctume** on **June 03, 2016, 01:42:37 pm**

June is almost summer, end of school, probably finals, graduation, getting drunk, lack of sleep, lack of money

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **TheFlame52** on **June 03, 2016, 06:40:22 pm**

NCommander AND The Master? Lots of old Deathgate names showing up all of a sudden. Maybe it's a sign...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 03, 2016, 07:43:37 pm**

Quote from: TheFlame52 on June 03, 2016, 06:40:22 pm  
NCommander AND The Master? Lots of old Deathgate names showing up all of a sudden. Maybe it's a sign...

I feel like we should build a cannon that shoots demons. That should solve the husk problem.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **TheFlame52** on **June 03, 2016, 07:46:42 pm**

Believe it or not, breaching hell might not be a bad plan. Can demons get husked? Let's find out in the worst way possible!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 03, 2016, 07:48:39 pm**

Quote from: TheFlame52 on June 03, 2016, 07:46:42 pm  
Believe it or not, breaching hell might not be a bad plan. Can demons get husked? Let's find out in the worst way possible!

They can't, or at least in 34.11 they couldn't. However, the clown car was smashed by the huskes in the !!science!! thread.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **TheFlame52** on **June 03, 2016, 07:56:08 pm**

And we have a titan husk. Well, unleashing hell upon the world can't make things any worse, at least!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 03, 2016, 08:05:02 pm**

Quote from: TheFlame52 on June 03, 2016, 07:56:08 pm  
And we have a titan husk. Well, unleashing hell upon the world can't make things any worse, at least!

I actually was working on a fort about two years ago with a working hellcannon. You need an artifact hatch cover and door to make it work, but basically, you need to dig into the candy as a single tile starwell. The top needs to be a down stair only with the hatch cover, and the door goes at the end of the barrel. You open the hatch cover in pulses to release a few demons or two in the cannon barrel.

For testing, save scumming works miracles for getting exactly the artifact types you need. Just wait for a moody mason, or DFHack a mood.

The problem I ran into was getting to fly out with explosive force. I think a highly (i.e. 10z+) tall and big water tank might do it, but my small scale tests suggest demons are too big to be moved by pressure at all.

EDIT: it also only really works with the initial clown rush. The ones that roam in and out of hell use the wildlife AI, and tend to ignore anything not within 20 tiles of them.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **TheFlame52** on **June 03, 2016, 08:12:28 pm**

The titan still destroys buildings, doesn't it? So do wild demons. Use artifact furniture to bring the two together!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 03, 2016, 08:20:10 pm**

Quote from: TheFlame52 on June 03, 2016, 08:12:28 pm  
The titan still destroys buildings, doesn't it? So do wild demons. Use artifact furniture to bring the two together!

Titans are the same as FB except they can be historical which is why slaying of ton of them causes an age change ("The World has passed into ..." message at year change)

The concept I was working on was to fire bait out into the open. I think I was planning on some sorta wardog drop delivery system, but I could have probably used caged elves left over from a seige.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Senshuken** on **June 03, 2016, 11:44:28 pm**

...How would we get Salo into hell? Not only would we get rid of our titan husk problem but they would have all the demons to play with as well! It's like setting up a nature preserve for endangered species...

And if it works on Salo, we can do it to any other titan that comes and gets husked!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 03, 2016, 11:49:12 pm**

Quote from: Senshuken on June 03, 2016, 11:44:28 pm  
...How would we get Salo into hell? Not only would we get rid of our titan husk problem but they would have all the demons to play with as well! It's like setting up a nature preserve for endangered species...  
  
And if it works on Salo, we can do it to any other titan that comes and gets husked!

The problem is getting around the fact they're building destroyers. Without artifact stuff, you could cast obsidian via magma pumping and buckets to seal sections of the fort.

Basically, what we need to do is:

1. Find Candy
2. Dig a separate shaft that goes from the top of the spire to the outside world. Build a drawbridge, and breach the surface.
- 2a. Seal the shaft from the top



- 3. Seal a miner in the shaft.
- 4. Breach the candy

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **The Master** on **June 04, 2016, 12:14:30 am**

Quote from: TheFlame52 on June 03, 2016, 06:40:22 pm  
NCommander AND The Master? Lots of old Deathgate names showing up all of a sudden. Maybe it's a sign...  
What can I say? I just couldn't stay away any longer. I haven't had a good mental breakdown in 5 years. That needs to change.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Spish** on **June 04, 2016, 06:04:59 pm**

Ryukan is too busy to play, so we're moving on to Iamblichos.  
  
Quote from: NCommander on June 03, 2016, 07:43:37 pm  
I feel like we should build a cannon that shoots demons. That should solve the husk problem.  
OR... build our own husk supersoldier army, and conquer the circus with it. Bloodyhells shall live up to its name!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **TheFlame52** on **June 04, 2016, 07:01:20 pm**

That's a far more achievable goal, considering it's already happening on its own.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 04, 2016, 09:20:52 pm**

We can use puppies on a chain to lure the husks into the proper areas.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Imic** on **June 05, 2016, 01:04:17 am**

Quote from: NCommander on June 04, 2016, 09:20:52 pm  
We can use puppies on a chain to lure the husks into the proper areas.  
Am i the only one with any sense of morality here?  
Don't use puppies. I love dogs.  
Use kittens. 'Should help the fps too.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 05, 2016, 01:44:30 am**

Quote from: Imic on June 05, 2016, 01:04:17 am  
Am i the only one with any sense of morality here?  
  
Morality is relative,  
Puppies are cheap,  
Dwarves are zealots of,  
A place that creeps and leaks,  
where oversears send them to die,  
so we may feast on their on their sorrow,  
as we chew on their marrow  
Just never forget,  
That Bloodyhells is always a threat.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Iamblichos** on **June 05, 2016, 06:33:35 am**

I've spent a good 30 minutes trying to get DF to recognize Gwolski's save file with no luck. Can anyone else get it to work?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 05, 2016, 06:46:50 am**

Quote from: Iamblichos on June 05, 2016, 06:33:35 am  
I've spent a good 30 minutes trying to get DF to recognize Gwolski's save file with no luck. Can anyone else get it to work?

I'll check. Standby.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Iamblichos** on **June 05, 2016, 06:57:33 am**

Gah. Nevermind. Operator error.  
  
EDIT: I'm going to pass on my turn. I've been off-cycle with DF for a few months, and this type of fort will require a precision I don't think I can muster right now. Best of luck to the next ~~victims~~ overseers.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 05, 2016, 08:24:52 am**

I'll PM TheFlame52 to help keep this moving quickly.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **TheFlame52** on **June 05, 2016, 08:56:23 am**

I just got a new computer. Just like the last one was built to run Minecraft, this one is built to run Dwarf Fortress. LET'S GO

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 05, 2016, 09:03:46 am**

Quote from: TheFlame52 on June 05, 2016, 08:56:23 am  
I just got a new computer. Just like the last one was built to run Minecraft, this one is built to run Dwarf Fortress. LET'S GO

I have an urge to fix df2minecraft to combine those two things.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **TheFlame52** on **June 05, 2016, 11:16:21 am**

Haha! Yes, I, the great FLAME CHAOSBANE, have arrived at the fount of all chaos, BLOODYHELLS!

Why do I even bother being surprised any more.

Most of the fort is in the soil layer, and it's already a rambling mess. We don't have a staircase, we have some kind of spiral ramp. As usual, it's full of corpses. Our forges are two magma smelters. We're open to the caverns in two places. Caverns that are FULL OF ZOMBIES. Ghosts. There are random tunnels and pits everywhere. A lot of them are blocked off and/or full of water. The surface is covered in corpses, zombies, and random junk. We also have two zombie stockpiles.

IT'S ONLY BEEN TWO YEARS PEOPLE

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Senshuken** on **June 05, 2016, 11:20:05 am**

Hey Flame, can you show me Senshuken's information so I can start making journal posts for them?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **TheFlame52** on **June 05, 2016, 11:22:34 am**

I'm not sure I can take pictures on this new machine. Maybe later.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Sanctume** on **June 05, 2016, 06:28:29 pm**

View the dwarf's info,  
then dfhack forum-dwarves.  
there is a text file in the df directory names forum-dwarves.txt

Every dwarf you run will be appended to that text file.  
copy paste to forum, it's color coded for the board.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Spish** on **June 06, 2016, 12:43:23 am**

Oh, so you *have* been using the DFHack beta. That's probably why both of us have been experiencing random crashes.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Sanctume** on **June 06, 2016, 01:27:04 am**

In my experience, TWBT causes a lot of the crashes in dfhack, so I always play with 2D and True Type font and get no issue.

forum-dwarves just dumps data in the text file without worrying about images.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Spish** on **June 06, 2016, 01:37:10 am**

I'm fairly certain the crashes are related to the new tooltip thingamajig, because they only happen when looking at things.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **TheFlame52** on **June 06, 2016, 08:05:32 am**

DFhack is stable now, but I did lose some data when I accidentally closed out of DF. Apparently I can do that on this machine.

Spoiler: Senshuken (click to show/hide)  
`Senshuken IV' Nubamkadol, " `Senshuken IV' Tealhatchet", Planter  
"I've been well."  
Within the last season, he didn't feel anything after seeing the human Hallkindles die. He didn't feel anything after seeing the human Negatedrevere die. He didn't feel anything after seeing a human die. He felt lonely after being away from family for too long. He was uneasy after being unable to pray to Deg the Wealthy Price for too long. He was bored after being unable to practice a craft for too long. He felt lonely after being away from friends for too long. He was uneasy after being unable to acquire something for too long. He was bored after a lack of abstract thinking for too long. He felt satisfied after receiving food. He felt satisfied after receiving water. He was irritated when thirsty. He didn't feel anything after sleeping without a proper room. He didn't feel anything after being haunted by the dead. He was irritated when drowsy. He didn't feel anything after seeing a dog die. He didn't feel anything after seeing Rimtar Trumpetweb die. He felt euphoric due to inebriation. He felt satisfied at work. He felt satisfied at work. He was delighted after eating a legendary meal. He didn't feel anything after seeing the human Onbir Yawnjoy die. He didn't feel anything after seeing a large rat die. He is the son of Ed%oom Groupgranite and •nul Metalcrews. He is an ardent worshipper of Deg the Wealthy Price. He is a citizen of The Lustrous Artifact. He is a member of The Shaken Corridors. He is a former member of The Plaited Page. He arrived at Nashonshash on the 26th of Malachite in the year 300. He is one hundred three years old, born on the 16th of Slate in the year 199. He is short and just incredibly fat. His medium-length sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is neatly combed. His hair is clean-shaven. He has high cheekbones. His slightly wide-set copper eyes are round. His lips are thin. His ears are somewhat narrow. His hair is goldenrod mixed with gray. His skin is ecru. He is very weak.  
`Senshuken IV' Nubamkadol likes rutile, lay pewter, pineapple opal, sea serpent bone, the color gray, gems, cavies for their three toes, giant great horned owls for their ear tufts, the words of The Letter of Intricacies and the sight of The Beige Styles. When possible, he prefers to consume grey parrot, sole, sheep cheese, tomato wine and spelt flour. He absolutely detests flies. He has a great affinity for language, a great memory, a natural ability with music, the ability to focus and a good spatial sense. Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, values martial prowess, values leisure time, respects commerce, values knowledge and finds nature somewhat disturbing. He personally finds artwork boring, sees no value in holding back complaints and concealing emotions and doesn't really value merrymaking. He dreams of raising a family. He is unbelievably stubborn and will stick with even the most futile action once his mind is made up. He is sometimes cruel. He tends to ask others for help with difficult decisions. He prefers that everyone live as harmoniously as possible. He tends to think before acting.

He is currently more thoughtless. He likes to take it easy. He is trusting. He tends to hang on to grievances. He can handle stress. He is currently more rude. He is currently more fearless. He is currently more confident. He is currently more shameless. He is currently less private. He needs alcohol to get through the working day. He is getting used to tragedy. Overall, Shorast is unfocused by unmet needs. He is badly distracted after being unable to pray to Deg the Wealthy Price. He is unfocused after being away from people. He is unfocused after doing nothing creative. He is unfocused after leading an unexciting life. He is distracted after being unable to acquire something. He is not distracted after being kept from alcohol. He is not distracted after a lack of decent meals. He is not distracted after being unable to fight. He is unfocused after being unable to argue. He is unfettered after being extravagant. He is unfocused after not learning anything. He is not distracted after being unable to help anybody. He is distracted after a lack of abstract thinking. He is not distracted after being unoccupied. He is distracted after being unable to practice a craft. He is distracted after being away from family. He is distracted after being away from friends. He is unfocused after being unable to practice a martial art. He is not distracted after being unable to practice a skill. He is unfocused after being unable to take it easy.

A short, sturdy creature fond of drink and industry.

Yep, still can't take screenshots, so this won't have any pictures. I'll try to keep you guys informed.

- I made some instruments for the tavern.
- We have corpses. We have magma. I've combined the two. Most of our captive zombies have been incinerated, freeing up cage space. We have four invincible crundle scales chilling in the magma now.
- Cage traps are the answer. Aside from the Titan, every single zombie is trappable. I'm making copper cages.
- We have an artifact claystone grate now. That means we have Titan bait. I've ordered some menacing spikes made for a repeating spike trap.
- I've reclaimed the butcher's shop. We're finally getting rid of some of our refuse.
- I tried to let in some migrants through the airlock. The one I let in... was the Titan.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Senshuken** on **June 06, 2016, 11:16:32 am**

***The Glorious Tale of Senshuken the IV, Proud Member of Bloodyhells.***  
***Chapter One: An Introduction.***

*I haven't been at this Fortress for very long, but I'm starting to suspect that the name of this place is more of a description rather than an actual name. But I guess I should start from the beginning...*

*My name is Senshuken the IV and I am a planter. Been one for as long as I can remember and that goes back a very long time. Thanks to the amount of booze I've been drinking lately that will hopefully change soon. I can't actually remember why I started drinking so heavily to forget something, but I suspect it had something to do with the Plaited Page... I found a journal that says that I kept a journal of my time there but all the pages were torn out expect the last one, which simply read 'Just keep drinking, you don't want to know' in my own hand-writing. Never been one to not trust myself so I've taken my own advice.*

*But yea, after my hopefully forgotten time somewhere in the Plaited Page, I found myself needing to go somewhere new in order to have a fresh start that would allowing me to work my trade...somewhere exciting. Somewhere that needed a farmer but would also give me the chance to fulfill my desire to join the military and start a family. Bloodyhells was a new fortress out that was looking for fresh people to go and so I did...*

*Now, I have always found nature to be an insane son of a bitch; Anything that the elves love so much should be treated with a great deal of suspicion at any rate, but I once saw a bunny rabbit bite off and swallow a man's head whole. Just getting here, I saw what appeared to be undead Orges ripping apart a human caravan... As a general rule, I honestly believe that we have to destroy nature before the sick bastard gets us by bathing the surface with magma on a near monthly basis, but just from what I've seen so far, I think a fortnightly magma bath seems like a good idea.*

*When I get the chance, I'm going to request training to be a crossbow dwarf. Don't really have the physical strength to be a melee fighter... and I admit that I could afford to lose a few stone... But I think that being able to pick things off from a distance sounds right up my alley.*

*I think I might cut this off here. Someone is screaming about someone letting Salo into the fortress...*

*~Senshuken the IV.*

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Spish** on **June 06, 2016, 11:50:36 am**

Quote from: TheFlame52 on June 06, 2016, 08:05:32 am

- Cage traps are the answer. Aside from the Titan, every single zombie is trappable. I'm making copper cages.

Fight them yourself you blubbering Armok-damn pansies. Zombies are weak, and I didn't train this militia for nothing.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolfski** on **June 06, 2016, 12:13:39 pm**

I only suffered 1 casualty during all the fights. (in the military that is) Also, dont touch the crossbow squad. They only started training

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **TheFlame52** on **June 06, 2016, 01:57:14 pm**

I can't really tell you how everything went to shit, but I can tell you what's still here, so that'll have to do.

- GROUP ONE
- Flame the medic
  - Gwolfski the wounded marksdwarf
  - Zefon the mayor/milker (has pick)
  - Mebzuth the marksdwarf
  - Sodel the ghostly farmer
  - A gorlak

Gwolfski and Mebzuth were thrown far enough from the fight that they went to the hospital. Flame was treating them when they locked themselves in. Gwolfski's right arm is gone at the elbow, Mebzuth only has flesh wounds. Zefon grabbed a pick, locked himself in the dining hall, and mined through to the hospital. Sodel just sort of showed up, she's been around a while. The gorlak was already there.

The group has a pick, a bit of food, plenty of alcohol, a well, beds, and medical supplies. They also have muddy ground and some unharvested plants. Their biggest problem is food, since they only have 9 raw fish, 18 tallow, and 27 prepared meals. They can survive longer by cooking alcohol. They are currently walling themselves in.

- GROUP TWO
- Andreas the miner
  - Atis the child, Andreus's son



- Kadol the child/legendary stonecrafter, Mebzuth's son

This group is locked in some of the bedrooms. They don't have food, water, or a way to wall themselves in. They have a pick and clothes, which is about the only thing going for them. They are getting hungry and thirsty.

- So what do I do now? Some options:
- Go out in a blaze of glory, start a new fort
  - Let group two die, save group one, reclaim from there
  - Combine both groups, reclaim from there
  - Go full hax and have Flame kill everything
  - Go full hax and have a visitor kill everything
  - Go full hax and make the husks hostile to undead
  - Go partial hax and make the ghost and gorlak into citizens

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Senshuken** on **June 06, 2016, 02:01:11 pm**

Well, Senshuken didn't last long... through I take comfort in the fact that pretty much the whole fortress died with him because due to the actions of several overseers we now have a husked titan running around inside of the fortress.

Honestly, I say combine both groups and reclaim from there. Andreas isn't about to let his son die when he can do something about it after all!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 06, 2016, 02:06:43 pm**

For screenshots, install Greenshot. Works great on Windows 10. Husks are stupidly powerful.

The situation is salvageable:

- For food, head to the caverns if possible, and use plant gathering. You'll get enough to survive and get seeds. If you have one with any skill, you can actually feed a fort on it it alone.
- Have group two head to the caverns if you're above the aquifer. Husks and zombies can easily get lost. Put them in a squad so you can rapidly move them from point to point. Get plants and such.
- Make potash if you can make/get a bucket for the ashery. You can get stupid amounts of food very fast that way.
- Make soap, get the hospital fully working. We can work with what you have.

EDIT: do you have enough room to build a jewelerys workshop? The right most tiles are impassable. I can't remember if Salo is a building destoryer, but that might buy you time.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **TheFlame52** on **June 06, 2016, 02:22:00 pm**

Okay, I'll have Andreus start digging toward the other group. I'll cook some meals using tallow as the base and the rest alcohol. I'll set up a fishery and clean the fish.

It's great that both kids have living parents. I think I'll enable child labor via Therapist because having 2/7 living dwarves as children is serious business.

I also got Greenshot so I should be able to take pictures from now on.

EDIT: Hold on a baby-smashing second, there's a huge aquifer between Andreus and the rest, and everywhere is full of zombies. I think they're fucked.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Spish** on **June 06, 2016, 02:28:58 pm**

Oh, well we *had* a trained militia anyway.

I do believe this situation is salvageable. Pull Sanctume's lever labeled "Right Bridge Lock," next to the stairs leading down to the mining ramp. The south lock is already closed off, so the stone fortress will be completely secure. Your best bet is to wall off the section of the fortress with the titan while it's busy smashing things (there's a lot of things to smash). You'll want to have someone expendable do it though, and try to at least salvage the masonry workshops and magma forge. If the animal stockpile is reachable (which it should be, it's directly connected to my stone fortress), you can slaughter some crundles for food (mind the skin and scales).

You can begin training dwarves for combat (very quickly) in the temple of Kidet, if there are any weapons lying around.

If you can get Andreus and company to dig to the Lever Control Room, they can probably seal off the rest of the fortress from the surface.

(also it's about time those dudes were dorfed, we got people waiting)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 06, 2016, 02:33:26 pm**

Quote from: TheFlame52 on June 06, 2016, 02:22:00 pm

Okay, I'll have Andreus start digging toward the other group. I'll cook some meals using tallow as the base and the rest alcohol. I'll set up a fishery and clean the fish.

It's great that both kids have living parents. I think I'll enable child labor via Therapist because having 2/7 living dwarves as children is serious business.

I also got Greenshot so I should be able to take pictures from now on.

EDIT: Hold on a baby-smashing second, there's a huge aquifer between Andreus and the rest, and everywhere is full of zombies. I think they're fucked.

Can you post the save as it is now so I can take a look? I'd like to think a couple of dwarven military masters could definately engineer a way to keep us going without having to indulge in child labor ;).

For Andreus, maybe head to the surface, then channel down closer to the other group? Zombies shouldn't engage if there isn't a nercomancer if no one gets too close. Use traffic designations to get everyone to walk in a straight line. Though if you've got the aquifer, you've got water. If you can reach a room with plants, get them to pick them for food. It might keep them alive until rescue. You can breach an aquifer pretty quickly if you come in from below with group 2.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Spish** on **June 06, 2016, 02:37:38 pm**

Well there are lots of stupid adventurers trying to get into the fortress, if you can trick them into confronting the zombies, or baiting them outside, they might be able to clear a path to the lever for a citizen.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 06, 2016, 02:52:10 pm**

Looking at the map, I think I know where group 1 and group 2 are respectively.

Group 1 can't easily get to the caverns, but they're on dirt. There are some plump helment and sweet pod plants growing you can pick.

If Group 2 is where I think it is, Breach the big room to the right of the bedrooms. You've got plants to pick, and then channel to the aquifer. That should get you at least one stone for a masonary plug. They'll only have water, but it should keep them alive until you can get crops. We'll have to let them sit until we can rescue them.

We might be able to use the aquifer to our advantage. I don't think zombies will path through 7/7 water normally. We could use that to isolate parts of the fort with selective breaches. If we can slowly flood the lower part of the fort, and get an opening then can reach safely, they may be able to swim out.

EDIT: Actually, if memory serves. Non-breathing units tend to glitch in water. They won't try to path out. If we can submerge the zombies, they should just stay in place.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **TheFlame52** on **June 06, 2016, 03:00:09 pm**



This is the entire fort, minus a little water source under that channel in the first image.

Quote from: Spish on June 06, 2016, 02:37:38 pm

Well there are lots of stupid adventurers trying to get into the fortress, if you can trick them into confronting the zombies, or baiting them outside, they might be able to clear a path to the lever for a citizen.

The fort is sealed off from the surface, and the surface is almost cleared. I might use some strategic meeting zones to get some visitors to kill the last zombies.

You know, I'm feeling really burned out right now. I have done nothing but save succession forts for like six turns. I'll play more tomorrow.

Quote from: NCommander on June 06, 2016, 02:52:10 pm

Looking at the map, I think I know where group 1 and group 2 are respectively.

Group 1 can't easily get to the caverns, but they're on dirt. There are some plump helment and sweet pod plants growing you can pick.

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We might be able to use the aquifer to our advantage. I don't think zombies will path through 7/7 water normally. We could use that to isolate parts of the fort with selective breaches. If we can slowly flood the lower part of the fort, and get an opening then can reach safely, they may be able to swim out.

EDIT: Actually, if memory serves. Non-breathing units tend to glitch in water. They won't try to path out. If we can submerge the zombies, they should just stay in place.

I was going to flood the fort for the hell of it anyway.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolfski** on **June 06, 2016, 03:05:26 pm**

My dwarf was a good axedwarf. Did she (i think) lose her axe arm?

AS for group 2, forbid the door. It shouldn't be touched . If they have a pick, dig untill 3 rock is found. block entrance.

group 1. Pretty good situation. Enable plant agthering only on dwarf(s) with the highest skill. Gather plants, plant. make some slabs, slab ghosts.

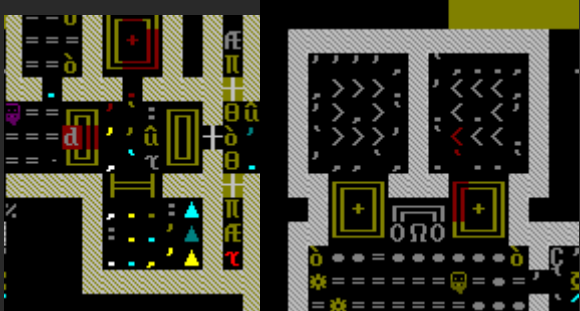
Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 06, 2016, 03:08:41 pm**

Group 2 has floor. Tear it up. There's your plug, then go up and reach one of the sealed airlocks if any still exist. There's you're food. Hope it helps. And good luck.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Spish** on **June 06, 2016, 03:16:03 pm**

It's good to see that Group 1 has my glorious dragon wall to admire.

I planned ahead and made sure the stone fortress could be sealed off in just such an event.



These are the only two parts connecting the Group 1 area to the rest of the fortress. The first one is already sealed, if you can close the latter (the bloody gate on the right), they will be able to roam the stone fortress unhindered. Locking these doors is also an option.



You can funnel visitors in by putting up "Cyclopean Snacks" signs and letting them in through the south airlock. It's a short sprint down the hall from the dining hall to the lever room, you can lock someone in there.

[Spoiler](#) (click to show/hide)



I am assuming that Salo entered through Sanctume's/Gwolfski's tunnels and not the south airlock, though. In the other case, you can close those gates and reclaim the dirt fortress instead.

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Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **NCommander** on **June 06, 2016, 03:27:33 pm**

---

He's not that deep. Group 1 is at the dining room between the two forts, right between the two aquifer levels. He might be able to drain the upper aquifer into the lower one and punch into the dirt fort from the bottom but its risky.

---

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Spish** on **June 06, 2016, 03:44:12 pm**

---

There is no aquifer under them. These doors and levers are just a short sprint down the hallway/stairs from the dining room. He'd have to deconstruct the wall keeping zombies out though.

---

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Gwolfski** on **June 06, 2016, 03:48:00 pm**

---

I vote that i stay safe and build a farmplot, everyone else can run.

---

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Sanctume** on **June 06, 2016, 03:49:38 pm**

---

The statue of Sanctume is there, he's surrounded by firesnakes and he is terrified!

---

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Fleeting Frames** on **June 06, 2016, 06:08:27 pm**

---

So I finally caught up to one of these things while it is still running. (Granted, I'm otherwise up to page 65 of Horrorfailed in Battlefailed's never-ending ride.)

After Sanctume's turn, I was fairly impressed with number of things done with mind to safety. I had thoughts like these:  
"Do I want to incorporate these designs"  
"are any improvements possible"  
"Ooh, I should learn how to do that"  
"There are some great names in the list, I'll look forward how they will amazing works of wonder in a perfectly safe fortress."

Battlefailed forts add a certain unique challenge to building entrances, in that any levers will probably be misused, left collecting dust, atomsmash the migrants or leave dwarves caught in nefarious fog. I don't think anybody pulled the levers to reset water in cleaning through after you, Sanctume. (I had hope that they would figure it out if they can figure out how to get migrants in, but then I read the thread)

At Spish turn, I cringed. And cringed again. And then again.  
The come down from "multiple secure entrances, safety mechanisms, ways to deal with every common enemy" to "lets send our miner fighting husks barehanded in a reanimating biome" was pretty huge.  
I couldn't stand it; I paused reading and went to get a drink.

I looked at the designs floating in my head, and mentally teared them to shreds.



I forgot that Battlefailed overseers are frequently Opposed to Life.

Then I considered how to do a fort where an overseer couldn't kill dwarves other than by starvation, and concluded that it wouldn't be possible while allowing trading and even without that not possible in a single year.

However, I suppose that in retrospect, that is pretty impressive in it's own way. Did you punch multiple holes into reanimating cavern just to make life more interesting, Spish?

Though, come to think that's almost classical design for making the wild animals path through a thin pathway, and I'm sure the fort enjoys the compliment :P

Come Imic's turn, the start state missing from OP (<http://www.bay12forums.com/smf/index.php?topic=157724.msg6989768#msg6989768>) gave me a ray of hope.

"It probably won't be most interesting turn, but greater efficiency is beautiful on it's own."  
Quote  
ah, good. i- OH NO WAIT THE GATE WAS ALREADY CLOSED! DON'T PULL THAT LEVER!!!!!!!!!!!!

RIP Hope. Commence random lever-pulling.

Of course, in a moment I realized that I was still overestimating Imic. I blame Sanctume. I should have foreseen titan in the fort with the above quote, not be surprised by it 10 seconds later.

Though, hey - a Battlefailed fort where the enemies can actually path inside. I suppose that's good in a way. Always have to look on the bright side, Imic has successfully improved pathing.

Gwolski....I suppose being capable of reclaim of the hellcannon is good, even if being driven insane and drowsy before even starting playing is highly discouraging.

Remarkably, I wasn't too horrified, but it didn't seem like too much happened in those 6 months?

Though I suppose somebody should check those [I]ocations to citizen-only like Sanctume mentioned, or you will just have more husks.

...

I wonder if a husked poet will still sing?

So, TheFlame52. Very promising intro, and I've been quite impressed by BastionGate recently.

Great architectural plans with hell befitting of thread name.

The OP has no links, so I'll give you some:  
6. TheFlame52 1 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7034244#msg7034244>) 2 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7035557#msg7035557>) Senshukan's diary (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7035557#msg7035557>) 3: (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7035868#msg7035868>)TheFlame52 is caught in a cloud of nefarious fog! 4 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7035899#msg7035899>) 5 (<http://www.bay12forums.com/smf/index.php?topic=157724.msg7035955#msg7035955>)

...bloody hells, this fortress husks overseers.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **TheFlame52** on **June 06, 2016, 07:10:18 pm**

It is SHEER COINCIDENCE that my dwarf always survives any fort-ending catastrophe that happens during my turn. I have a perfectly good alibi. My dwarf was the medic and I was treating wounded militia. See? Not suspicious at all!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Taupe** on **June 06, 2016, 07:14:14 pm**

Quote from: [Fleeting Frames](#) on June 06, 2016, 06:08:27 pm  
I wonder if a husked poet will still sing?

That's like the bottom three entries in the grand list of our concerns at the moment.

Quote from: [TheFlame52](#) on June 06, 2016, 07:10:18 pm  
It is SHEER COINCIDENCE that my dwarf always survives any fort-ending catastrophe that happens during my turn. I have a perfectly good alibi. My dwarf was the medic and I was treating wounded militia. See? Not suspicious at all!

none can kill the Chaosbane.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Spish** on **June 06, 2016, 10:20:01 pm**

Quote from: [Fleeting Frames](#) on June 06, 2016, 06:08:27 pm  
(Granted, I'm otherwise up to page 65 of Horrorfailed in Battlefailed's never-ending ride.)

What a delightful coincidence, you stopped reading after my turn! :D

Quote from: [Fleeting Frames](#) on June 06, 2016, 06:08:27 pm  
At Spish turn, I cringed. And cringed again. And then again.

Hey now, my writing isn't *that* bad. :P

...is it?

Quote from: [Fleeting Frames](#) on June 06, 2016, 06:08:27 pm  
\*pompous tirade complaining about the state of affairs and grilling Imic over a joke he made\*

Call me crazy, but I'm sensing a bit of a personal agenda here. I really doubt you were that invested in a second-year thread you've never even bothered to post in before. If the !!fun!! is too much for you to handle, there are plenty of other, much friendlier, non-Battlefailed community alternatives for your elf hands to fiddle around with.

Thanks for reminding me about the journals though, I'll see about adding them to the OP later. And a quotes section while I'm at it.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Gwolski** on **June 07, 2016, 03:07:18 am**

Oh, there's a tower on the surface too!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Imic** on **June 07, 2016, 03:34:04 am**

I might have managed to get something done, but i was busy at the time. Am slightly more free these days. But not today. Or tomorrow. Then freeeeeeeeedom!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Imic** on **June 07, 2016, 03:41:46 am**

Actually, put me back on the turn list. While i was playing, i enjoyed it immensley. I was panicking the while time. I think that the traps i set in the way to the caverns were never finished, possibly why gwolfski's turn ended badly.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Gwolfski** on **June 07, 2016, 04:46:04 am**

Nothing bad happened in my turn. 1 named dwarf dead , 2 unmaned dwarfs dead, 2 migrant waves dead, 10 musicians dead, it's fine!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Fleeting Frames** on **June 07, 2016, 08:30:16 am**

I guess there's a growing undead apocalypse on the surface, then?

Not really unexpected if left alone, but I hop....Banish that thought, RIP migrants.

@Spish: Hey, I grilled you more! :p And it certainly isn't the writing.

Oh no. The writing prose is fine. It's more how the content features living hell on Aluonra.

You know, being attacked by the dead you once know is the worst single thing that can happen to a dwarf, with only being forced to eat their beloved pets matching that. Butchering mermaids is comparatively tame.

And yeah, you're probably right that there is some personal agenda at play. Wish I knew what it was, though. "Be responsible gods?"

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Sanctume** on **June 07, 2016, 09:23:31 am**

The surface is a breeding ground for the apocalypse.  
Anything dead re-animates to a nerfed zombie  
But the fog husking nullifies the nerf into a charging mass that retains (even gains?) weapon skills--i.e. human caravan guards.  
Then we have an early (year 1) titan dinosaur turned husk.  
It's the nightmare version of "I love you You love me" Barney, our very own Salo. :)

Having a tavern, library, or temple open to all visitors will being more husk fodder if the surface / tunnels aren't secured.  
But at the same time, it can be used to attack bait into specific locations also.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **Spish** on **June 07, 2016, 11:20:58 am**

Quote from: Sanctume on June 07, 2016, 09:23:31 am

Anything dead re-animates to a nerfed zombie  
But the fog husking nullifies the nerf into a charging mass that retains (even gains?) weapon skills--i.e. human caravan guards.

Not really, anything that dies by pulping (pretty much anything killed by a humanoid zombie, since that's the only way they can kill), does not reanimate. And it seems only undead creatures from off the map designated as living corpses (see, human corpse nefarious fog husk) can be posthumously husked. They seem to be much easier to kill, because they never had functioning brains to begin with, and probably aren't capable of retaining information.

Quote from: Fleeting Frames on June 06, 2016, 06:08:27 pm

Then I considered how to do a fort where an overseer couldn't kill dwarves other than by starvation, and concluded that it wouldn't be possible while allowing trading and even without that not possible in a single year.

If that's the kind of fortress you were hoping for after reading through 3 1/2 threads of sheer insanity, then I really don't know what to say. But it's only the third year, there's still plenty of time for someone to stabilize the fortress. If it lasts that long, anyway.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Gwolfski** on **June 07, 2016, 12:04:22 pm**

spam cage traps

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Fleeting Frames** on **June 07, 2016, 12:48:43 pm**

About the undead: don't they path to meeting areas, iirc? With burrows, you could set up some that no current citizen will path to, then erase them from existence.

Quote from: Spish on June 07, 2016, 11:20:58 am

If that's the kind of fortress you were hoping for after reading through 3 1/2 threads of sheer insanity, then I really don't know what to say. But it's only the third year, there's still plenty of time someone to stabilize the fortress. If it lasts that long, anyway.

Not hoping for. There is no hope.

No, that was more trying to figure out theoretical answers to an unusual threat. With cavern revealed, hostile tree attacks would kinda defeat the point.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Sanctume** on **June 07, 2016, 01:49:48 pm**

I think undead paths to where there is life, that's why live baits behind doors are effective by toggling the door's forbid.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Fleeting Frames** on **June 07, 2016, 01:54:34 pm**

Could something like that have been stopping Salo behind a door? Initially unlocked, but then encountered an obstacle that wasn't there when he started walking, much like how a caravan can repath.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Sanctume** on **June 07, 2016, 03:20:29 pm**

Salo is a building destroyer though. He would pause for furnitures.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **TheFlame52** on **June 07, 2016, 04:50:55 pm**

Quote from: Fleeting Frames on June 07, 2016, 01:54:34 pm  
Could something like that have been stopping Salo behind a door? Initially unlocked, but then encountered an obstacle that wasn't there when he started walking, much like how a caravan can repath.

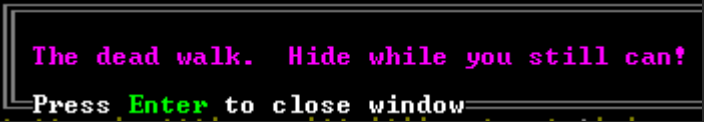
Quote from: Sanctume on June 07, 2016, 03:20:29 pm  
Salo is a building destroyer though. He would pause for furnitures.

He got stuck too close to the door. He was trying to smash it, but he was too close to do so. I've seen it before.

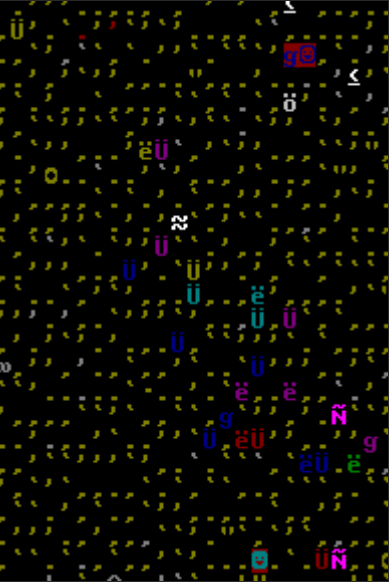
Quote from: Gwolfski on June 07, 2016, 12:04:22 pm  
spam cage traps

That was already the plan.

Anyway, time to save and quit my nice, neat, orderly, peaceful 0.43 fortress and play some FUCKING BLOODYHELLS.



How is that ANY DIFFERENT THAN USUAL.



Oh wait, because this time they have FUCKING WEAPONS AND ARMOR.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **NCommander** on **June 07, 2016, 04:55:33 pm**

I think Bloodyhells is trying to break your resurrection streak.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Gwolfski** on **June 07, 2016, 04:58:03 pm**

~~We~~ I ain't dead yet! Das ist gut!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Spish** on **June 07, 2016, 05:42:28 pm**

The titan pathed down a ramp from directly above the door, thus it didn't see the door until it was too close to do anything about it. If that makes sense. :P  
Quote from: Sanctume on June 07, 2016, 01:49:48 pm  
I think undead paths to where there is life, that's why live baits behind doors are effective by toggling the door's forbid.

New plan: use Group 2 as zombie bait!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Gwolfski** on **June 07, 2016, 05:53:25 pm**

new plan: Kill everybody (except me)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **TheFlame52** on **June 07, 2016, 06:13:51 pm**

No screenshots for you.

Andreus and the kids are dead. They were killed by zombies. I was trying to get Andreus some food so he wouldn't starve. The Titan is now wrecking where they were, so they would have died anyway.

The other group is doing fine.

However, there is one thing going well. One rutherer escaped the culling. I am calling it the Ruthless Rutherer. It has like 50 zombie kills to its name. It has singlehandedly almost cleared out the zombies. It hasn't run into the Titan yet, but if it does, I expect a throwdown of epic proportions.

So yeah, basically the only thing keeping me from reclaiming the fort is Salo. The other zombies are all dead thanks to the Ruthless Rutherer. I can't wait to see what happens when they meet!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Spish** on **June 07, 2016, 06:38:19 pm**

That's the rutherer from my pasture of terrible beasties, right? That one's a merciless mother of four, I taught her everything she knows about zombie killin'



Now's that the titan is preoccupied with smashing things, this is a good opportunity to expand. You can probably save the masonry workshops, at the very least. You might be able to lure the titan through Gwolski's huge labyrinth.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Sanctume** on **June 07, 2016, 06:41:34 pm**

Do we have rock nut soap to save the day?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Taupe** on **June 07, 2016, 07:27:05 pm**

Any chance of filling the husk with bolts and inflicting some sort of damage?

it seems that if we can get a sort of good vantage point against it, he'd be a great source of live training even if he doesnt die much.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **TheFlame52** on **June 07, 2016, 07:32:16 pm**

Quote from: Spish on June 07, 2016, 06:38:19 pm

Now's that the titan is preoccupied with smashing things, this is a good opportunity to expand. You can probably save the masonry workshops, at the very least. You might be able to lure the titan through Gwolski's huge labyrinth.

Yeah, I should probably do something besides sit there and watch the Ruthless Rutherer kick zombies off ledges. Tomorrow shit will get done.

Quote from: Taupe on June 07, 2016, 07:27:05 pm

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Haha, nooooo. That fucker is immortal.

Quote from: Taupe on June 07, 2016, 07:27:05 pm

It seems that if we can get a sort of good vantage point against it, he'd be a great source of live training even if he doesn't die much.

Maybe. I'm thinking either cave-in trap or a drawbridge trap. Cave-in might be easier - I have some logs, and building destroyers will destroy wooden supports. But I'll try a drawbridge trap first. Hmmm... A long winding corridor with a drawbridge in the front... I can use the gorlak as bait...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Fleeting Frames** on **June 07, 2016, 08:11:44 pm**

If you get it captured, you can probably combine fortress-wide swimming crosstraining with fortress-wide archery training :P Well, eventually.

Though with no ranged attacks, not really necessary for just archery training.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Gwolski** on **June 08, 2016, 02:49:56 am**

What labyrinth?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **NCommander** on **June 08, 2016, 06:52:59 am**

Quote from: Spish on June 07, 2016, 06:38:19 pm

Now's that the titan is preoccupied with smashing things, this is a good opportunity to expand. You can probably save the masonry workshops, at the very least. You might be able to lure the titan through Gwolski's huge labyrinth.

Yeah, I should probably do something besides sit there and watch the Ruthless Rutherer kick zombies off ledges. Tomorrow shit will get done.

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[/quote]

Titans can't be crushed (or more specifically, anything above a specific size can't be crushed), drawbridge trap won't work. Bolts \*can\* kill husks, Toady did fix that awhile ago, it just takes a LOT, and they have to get lucky and get a direct strike on head.

Thinking cave-in trap though is the way to go on this, but I've noticed quite a few pathing hiccups with things that should be attracted to artifacts and living creatures.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **TheFlame52** on **June 08, 2016, 08:16:50 am**

By 'drawbridge trap' I mean 'a trap that has bait inside and seals with a drawbridge'.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Sanctume** on **June 08, 2016, 08:20:04 am**

deconstruct my statue as bait!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Gwolski** on **June 08, 2016, 08:37:09 am**

All my work. I got migrants in. I started surface reclamation. It's all gone!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Crashmaster** on **June 08, 2016, 10:19:38 am**

Quote from: Gwolski on June 08, 2016, 08:37:09 am  
All my work. I got migrants in. I started surface reclamation. It's all gone!

No screenshots, no updates, no proof - no loss.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Gwolski** on **June 08, 2016, 12:59:53 pm**

Save is proof. Extra dwarves present in game is proof(although thats gone). Tower on surface is very good proof!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Archereon** on **June 08, 2016, 01:10:03 pm**

Huh, so my turn is almost up. I'm going to deliberately refrain from actually reading the AAR thus far so I can come into this as clueless about the current situation as possible. All the better for !!FUN!!

Also holy crap the forums are fast now, I gather the server was upgraded?

Edit: Wait no, that happened back in December.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Sanctume** on **June 08, 2016, 01:16:30 pm**

Tower has no roof, so we will likely get a flying Salo.

Yeah, there was a forum upgrade not so long ago.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Archereon** on **June 08, 2016, 01:23:55 pm**

Cool. From the looks of things, we didn't really get any visitors, which honestly isn't that surprisingly. I'll grab a dorf whenever my turn comes around, unless you guys would be cool with me bringing in a random peasant adventurer from the nearest town for the lulz. Presuming of course that the situation in the fortress allows it to go unattended for a week without collapsing.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Sanctume** on **June 08, 2016, 01:28:31 pm**

I dunno, can the fortress retire "safely" husk titan running loose?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Gwolski** on **June 08, 2016, 01:45:24 pm**

There is a roof.

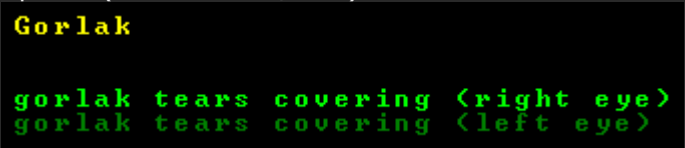
Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Spish** on **June 08, 2016, 01:59:48 pm**

We did have one long-term resident, a human spearman. He was face-down in the dirt at the start of Imic's turn though; it was a rather short military career.

I'll test if retiring a fortress in such a state without screwing everything up is possible, but I sincerely doubt it. Maybe if the titan is sealed away it won't be able to cause any problems.  
Edit: Oh yeah, first we're going to have to do something about that undead siege...

Quote from: TheFlame52 on June 07, 2016, 07:32:16 pm  
Hmmm... A long winding corridor with a drawbridge in the front... I can use the gorlak as bait...

[Spoiler](#) (click to show/hide)



Realistically though, constructions would keep it busy a hell of a lot longer than live bait. If there's anything I know about titans, it's that they can't resist a fine door.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **TheFlame52** on **June 08, 2016, 02:31:32 pm**

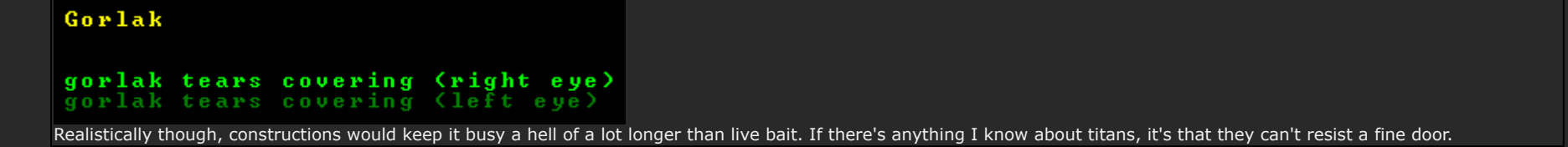
Quote from: Spish on June 08, 2016, 01:59:48 pm  
Realistically though, constructions would keep it busy a hell of a lot longer than live bait. If there's anything I know about titans, it's that they can't resist a fine door.

Alright then, I'll get a chest and put it in the trap. It's made, by the way. I'm just about to open it to the outside and seal the rear.

The Ruthless Rutherer has been locked in someone's temple for her own good. I don't want her interfering with Salo.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Archereon** on **June 08, 2016, 03:02:00 pm**

Quote from: Spish on June 08, 2016, 01:59:48 pm  
We did have one long-term resident, a human spearman. He was face-down in the dirt at the start of Imic's turn though; it was a rather short military career.  
  
I'll test if retiring a fortress in such a state without screwing everything up is possible, but I sincerely doubt it. Maybe if the titan is sealed away it won't be able to cause any problems.  
Edit: Oh yeah, first we're going to have to do something about that undead siege...  
  
Quote from: TheFlame52 on June 07, 2016, 07:32:16 pm  
Hmmm... A long winding corridor with a drawbridge in the front... I can use the gorlak as bait...  
  
[Spoiler](#) (click to show/hide)



There's also the question of whether or not the bugs associated with retiring/unretiring are resolved. IIRC 0.43 fixed most/all of them, but I haven't checked that personally.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **TheFlame52** on **June 08, 2016, 03:10:49 pm**

SALO IS CAPTURED

also gwolfski is dead

IT'S SOMEONE ELSE'S PROBLEM NOW

SAVE: <http://dffd.bay12games.com/file.php?id=12125>

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Archereon** on **June 08, 2016, 03:12:56 pm**

Time to see what happens!!!

Edit: Christ on a cracker, I can see the issue; there's a grand total of 3 dwarves left alive O\_O.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **TheFlame52** on **June 08, 2016, 03:20:13 pm**

Hey, in Sabotaged Fortress I did more with less. You can do it! I believe in you!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **NCommander** on **June 08, 2016, 03:29:05 pm**

And the trend of every Battlefailed fort to live up to their name in a very literal sense continues on.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Archereon** on **June 08, 2016, 03:29:40 pm**

Is it wrong that I'm contemplating totally abandoning the upper fortress in favor of moving everyone down to the magma forge levels? My current plan is to get a secure enclave down there away from the horrific murder that is the surface. Because honestly, looking at our situation, my first instinct is to dig a deep hole and hide in it.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **NCommander** on **June 08, 2016, 03:35:53 pm**

Might be worth trying to breed our way up to a population. If we have a male and female, assign them two beds in the same room. If there traits are compatible, they'll fall in love, marry and start popping out babies.

Then we just need to wait 12 years for them to dig their way to the surface and reclaim it in the name of dwarven kind.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Archereon** on **June 08, 2016, 03:41:31 pm**

Quote from: NCommander on June 08, 2016, 03:29:05 pm  
And the trend of every Battlefailed fort to live up to their name in a very literal sense continues on.

Yeah, I suppose it's to be expected given the fort's pedigree, but my initial reaction to the state of the fortress is a straight up HNNNNNNNNNNNNNNNNNNNNNGGGGGGGG.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **TheFlame52** on **June 08, 2016, 03:45:03 pm**

Quote from: Archereon on June 08, 2016, 03:29:40 pm  
Is it wrong that I'm contemplating totally abandoning the upper fortress in favor of moving everyone down to the magma forge levels? My current plan is to get a secure enclave down there away from the horrific murder that is the surface. Because honestly, looking at our situation, my first instinct is to dig a deep hole and hide in it.

That was honestly my plan after Salo was captured, but spring came before I could carry it out.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Gwolfski** on **June 08, 2016, 04:04:22 pm**

Quote from: TheFlame52 on June 08, 2016, 03:10:49 pm  
also gwolfski is dead

I request to be never slabbed or buried. I shall be a ghost!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **Spish** on **June 08, 2016, 04:11:55 pm**

Heads up, you may be experiencing lagdeath due to a zombie crundlesplosion breaking out on the sealed third cavern layer. Also, *adamantine!*

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
Post by: **NCommander** on **June 08, 2016, 04:16:19 pm**

Shouldn't be hard to pump the magma sea into cavern 3 and purify it.



**Title: Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
**Post by: Spish on June 08, 2016, 04:19:26 pm**

Quote from: TheFlame52 on June 08, 2016, 03:45:03 pm

That was honestly my plan after Salo was captured, but spring came before I could carry it out.

You know, you haven't quite played a full year. You can still play all the way to summer of 303, or spring of 304 to even things out. Well, if you're willing to put yourself through all that anyway, it's up to you.

**Title: Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
**Post by: Archereon on June 08, 2016, 04:36:11 pm**

Quote from: Spish on June 08, 2016, 04:19:26 pm

Quote from: TheFlame52 on June 08, 2016, 03:45:03 pm

That was honestly my plan after Salo was captured, but spring came before I could carry it out.

You know, you haven't quite played a full year. You can play all the way to summer of 303, or spring of 304 to even things out. Well, if you're willing to put yourself through all that anyway, it's up to you.

I had kinda already started "playing". By which I mean trying to figure out how the hell I'm going to do this.

**Title: Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
**Post by: Spish on June 08, 2016, 04:58:42 pm**

I tested and the retiring function works fine in 42.06 for the most part. The trapped enemies were still trapped and the dwarves were still cowering behind their bridges. The only weird thing is that the conglomerate tiles filled with seawater, generic zombies and caged/chained animals disappeared from existence (but not free-roaming/pastured, interestingly enough). Not gonna happen while there's a siege though.

Edit: Oh, and unconstructed artifacts still seem to fade from existence. Hmm...

**Title: Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
**Post by: Archereon on June 08, 2016, 05:11:04 pm**

Quote from: Spish on June 08, 2016, 04:58:42 pm

I tested and the retiring function works fine in 42.06 for the most part. The trapped enemies were still trapped and the dwarves were still cowering behind their bridges. The only weird thing is that the conglomerate tiles filled with seawater, and caged and chained animals disappear from existence (but not trained/pastured, interestingly enough). Not gonna happen while there's a siege though.

Edit: Oh, and unstored artifacts still seem to disappear. Hmm...

There isn't a siege in the save posted though.

**Title: Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
**Post by: Spish on June 08, 2016, 05:42:16 pm**

Upon closer inspection, I'm gonna have to say no to retiring the fortress. It makes things topsy-turvy, clears out most the fun (and artifacts), gives us more dwarves, and is too exploitable. I'd much rather see us pull through this situation the old fashioned way (or die trying ;) ).

**Title: Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
**Post by: NCommander on June 08, 2016, 05:44:35 pm**

Retiring can sometimes fixing crashing bugs. Instead of a blanket ban, I think it should be something we keep in our quiver in case the fort descends into unplayable.

\*/just saying\*

**Title: Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
**Post by: Archereon on June 08, 2016, 07:12:10 pm**

Quote from: Spish on June 08, 2016, 05:42:16 pm

Upon closer inspection, I'm gonna have to say no to retiring the fortress. It makes things topsy-turvy, clears out most the fun (and artifacts), gives us more dwarves, and is too exploitable. I'd much rather see us pull through this situation the old fashioned way (or die trying ;) ).

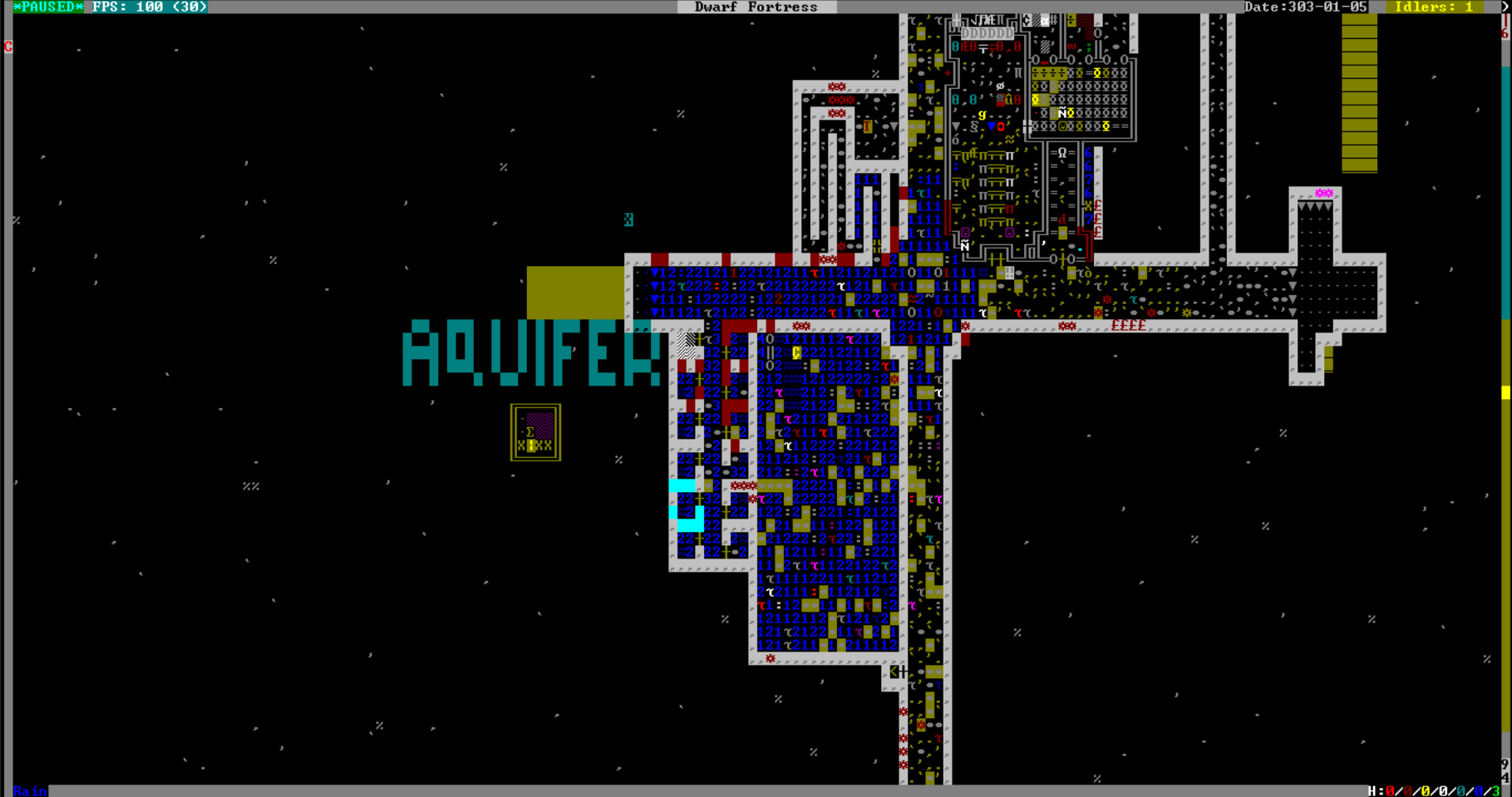
Ah. Well, I was kinda already about 2 hours into playing =(. From what I can tell, the artifacts don't disappear until the fort is unretired, and I picked up all of the notable stuff I found, which seemingly caused it to persist in spite of the retire. As far as the extra dwarves go, they're a migrant wave, I would know, since I saw them traveling towards the site while I was walking my adventurer to the fortress. The same challenge (how to keep them in) persists, and the fortress is now heavily flooded from the water, there's zombies in the base somehow, and to be honest I'm actually having a legitimate blast trying to figure out how to keep at least some of the dorfs alive. If you insist, I'll restart the year from the beginning, but some really cool stuff has happened thus far, and I've still not even through Spring.

**Title: Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
**Post by: Spish on June 08, 2016, 07:18:32 pm**

Guess I'll let this one slide then. Same stuff would happen if we had to reclaim, anyway. The fortress is still young, so there isn't much to lose.

**Title: Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - A fractured community**  
**Post by: Fleeting Frames on June 08, 2016, 07:38:00 pm**

So I was bored enough to risk my sanity and see what the fortress looks like.  
Spoiler: And this is what I see when I open up DF in it (click to show/hide)



Oddly, none of the first 8 hotkeys lead here  
Salo is visible in that empty NW room. He's distracted, maybe he needs a temple?

Spoiler: Rutherer in a Temple (click to show/hide)



I wonder if there is a way to check if this one's praying needs are satisfied, but I don't know enough dfhackery for this.

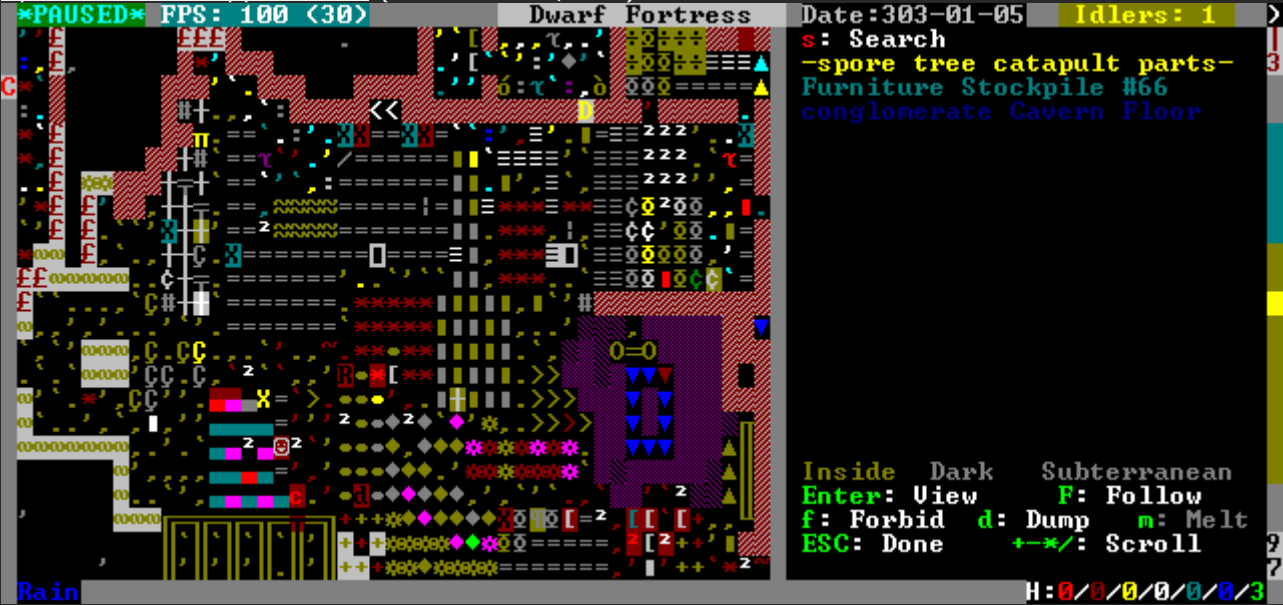
It is a bit labyrinthine though and has few tunnels to nowhere. Few questions are raised:

Spoiler: Are these some kind of planned impulse elevators? (click to show/hide)



This pathway reminds me of procedurally generated fortresses.

Spoiler: On the upper levels (click to show/hide)



Btw this level has like dozen undead who have two free and one climbing path to lower cross shown above.  
It seems someone decided to start making catapults, then changed their mind and decided minecarts make for better shooting mechanisms. Uh, where did the great overseer want to place them? I found one built, but the orientation seems to be made for minimum

accuracy.

Spoiler: Tower? (click to show/hide)



Hey, Gwolski, this yours?

As far as plans go, not too hard to reclaim the entrance levers, though the easiest live target would be your lever-puller. If somebody tries this, I'd suggest retaking the atomsmasher door, as it's not hard to move 10 spaces in 200 steps :p

As a side note, I get 49-51 FPS here.....Which is better than my peaceful calm island two year fortress. Sign me up for a turn!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Senshuken** on **June 08, 2016, 10:39:15 pm**

You know, if that tower had its only private food storage and access to fresh water, potentially we could station some marks dwarves inside it and somewhat isolate it from the rest of the fortress...

Don't need to put in a firing range because the zombies and husks would make *excellent* target dummies what with lasting forever regardless of what happens to them.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 08, 2016, 10:42:01 pm**

OH GOD ALL THE DUCKS ARE DROWNING AND THEY'RE TURNING INTO ZOMBIES FUCK MY LIFE!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **June 09, 2016, 12:13:15 am**

.....That is unexpected. I assumed the undead would get them, what's with the free pathways to duckies.

@Senshuken:  
It does seem like a nice thing to make use of, I'd probably make it accessible from lower fort from a sealable entrance. With the live targets available, you wouldn't necessarily have to make the squad active, even - just guide to location and give crossbows.

However, there are few small problems with it: as you can see in the screenshot it is open to fliers and climbers, and there are signs of battle on lower level.

Also, I suspect any climbers could probably jump in through carved fortifications, as there's no overhang.

As far as sealing in goes, bolts would be an issue - can't exactly retrieve bones while husks walk upright near, wood is limited and smelting wellspring would require bringing up at least 2 magma-filled carts and anvil.

Still, either way the biggest issue would be the lack of living dwarves. (Dead, on the other hand...)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Gwolski** on **June 09, 2016, 02:37:14 am**

That is my tower. I suggest you build it up and wider before adding marksadwarves.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Senshuken** on **June 09, 2016, 03:07:54 am**

Quote from: Gwolski on June 09, 2016, 02:37:14 am  
That is my tower. I suggest you build it up and wider before adding marksadwarves.

So you're suggestion is make it not shit before trying to use it.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Gwolski** on **June 09, 2016, 03:24:06 am**

No, it is so a stairway without view of the outside can go higher, eg ring of doors/walls around main stair so dwarves wont cancel jobs if they spot a zombie.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **June 09, 2016, 08:31:06 am**

Artifacts that vanish when the fort is retired and unretired reappear when the game is saved and loaded.

Also, zombies are wimps. Gwolski managed to clear out that whole room before Salo got to her. Some of them are still dead.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 09, 2016, 08:43:05 am**

Quote from: Fleeting Frames on June 09, 2016, 12:13:15 am



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@Senshuken:  
It does seem like a nice thing to make use of, I'd probably make it accessible from lower fort from a sealable entrance. With the live targets available, you wouldn't necessarily have to make the squad active, even - just guide to location and give crossbows.

However, there are few small problems with it: as you can see in the screenshot it is open to fliers and climbers, and there are signs of battle on lower level.

Also, I suspect any climbers could probably jump in through carved fortifications, as there's no overhang.

As far as sealing in goes, bolts would be an issue - can't exactly retrieve bones while husks walk upright near, wood is limited and smelting wellspring would require bringing up at least 2 magma-filled carts and anvil.

Still, either way the biggest issue would be the lack of living dwarves. (Dead, on the other hand...)

I don't even know what's going on tbh, shit is happening everywhere and visitors are dying left and right. The current plan is to try and get the handful of migrants on the surface down to the magma forge level; there's picks all over the place from merchants and what not.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 09, 2016, 09:18:17 am**

Quote from: TheFlame52 on June 09, 2016, 08:31:06 am

Artifacts that vanish when the fort is retired and unretired reappear when the game is saved and loaded.

Also, zombies are wimps. Gwolski managed to clear out that whole room before Salo got to her. Some of them are still dead.

Zombies may be wimps, but thralls aren't.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **June 09, 2016, 10:38:28 am**

First of all, you'll want to disable the underground alert; it screws with surface migrants. There are plenty of secure entrances to bring them inside while keeping the husks out, if you can lock someone in a room with levers.

(mind, your citizens will try to store items from the surface if they're not properly burrowed)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **June 09, 2016, 01:30:10 pm**

It's not the zombies that are the threat - it's the two husked warriors. There's a macedwarf and a human lasher that both have like 20 kills, with no sign of stopping.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 09, 2016, 03:54:06 pm**

Quote from: Spish on June 09, 2016, 10:38:28 am

First of all, you'll want to disable the underground alert; it screws with surface migrants. There are plenty of secure entrances to bring them inside while keeping the husks out, if you can lock someone in a room with levers.

(mind, your citizens will try to store items from the surface if they're not properly burrowed)

Yeah, my first order of business was to forbid stuff on the surface. We're up to five dwarves now, it's midsummer, and something awesome just happened...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **June 09, 2016, 06:07:53 pm**

Did a group of enemies show up and destroy another hostile force, then retreat? Or did Flame marry one of the other dwarves?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 09, 2016, 06:58:26 pm**

Quote from: TheFlame52 on June 09, 2016, 06:07:53 pm

Did a group of enemies show up and destroy another hostile force, then retreat? Or did Flame marry one of the other dwarves?

Even better, but you'll have to wait and see for my updates.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 09, 2016, 08:57:38 pm**

# Spring 303: Prologue

Preface of *Visions of the Abyss: The Early Years of Bloodyhells* by Iyathi "Archereon" Awemedinade:

In the dawning days of the year 303, on the orders of Calovi Aquaneidala, our Queen reigning in *Awimoarane*, I was dispatched to the Suicidal Hills on the western coast of Aluonra to deliver to the dwarves of *Uthmikminkot* a message of reprisal for their wanton felling of trees. This was a task given to me, she claimed, in recognition of my swift feet, my natural sense of direction, and my "great rapport with the dwarven people. But even before the orders had left her mouth, I had come to realize the truth of her intentions: I was being sent on a suicide mission, for I had allowed one of the sacred groves to burn to the ground in an effort to preserve the lives of several of our people, and maintained then, as I do now, that my actions were justified. Of course, coming directly from our Queen, I was in no position to refuse the mission, and after a sleepless night, I set out to the east. Contrary to what our Queen's flattery would imply, I do not have a particularly strong sense of direction; in fact I have every reason to suspect Lady Calovi expected me to perish in the wilderness by the hands of the boogeymen. With the help of a local dwarven guide, I avoided that cruel fate, and found myself at the edge of the Suicidal Hills a little more than a week after I departed. After thanking my guide for his selfless aid and bidding him farewell, I took one last look back before setting off into the unknown...

Excerpts from *Collected Logs of the year 303* by Iyathi "Archereon" Awemedinade:

*21st Granite, year 303*  
My journey through the suicidal hills has gone largely without incident; though I saw several clouds of the accursed mist that blights

these lands, the wind has been favorable, and none of the fog banks has been in any danger of overtaking me. Even before setting foot in the fortress proper, I feel incredibly unwelcome here, a feeling that is not aided by the surly attitude of my traveling companions; two living dwarves who are purportedly headed to the fortress as migrants. Thus far, I have neither asked of their past, nor been offered their story. I have however gotten their names and professions; Spish Zulbankashez, a soldier of fortune and occassional fisherdwarf, and Sodel "NCommander", a miner, and allegedly, a talented cook. While neither of them seem particularly keen on traveling with an elf, in these forsaken lands, it would be nothing short of madness to turn away another friendly face. This was proven when we happened upon a roving band of the undead, perhaps a dozen in number. Working together they were easily dispatched. From what Spish has said, we are drawing close to the fortress, and should arrive tomorrow morning. I can only hope he's right; for several nights now, I have been seeing shapes moving in the darkness, and though none have thus far come close enough to our campfire to identify, I can smell a faint but distinct odor, and I'm not quite sure what it is.

22nd Granite, year 303

Today we arrived at Bloodyhells. When I first laid eyes upon the desolate coastline strewn with corpses and all manner of refuse, my initial assumption was that we had stumbled upon the site of some ancient, forgotten battle. According to my companions however, there are distinct signs of recent habitation, and, rather more worryingly, of recent bloodshed. As we drew close, I became aware of an overpowering stench, decidedly unpleasant, but not readily identifiable, hanging in the air.

"Cloud to the east!" shouted Spish from somewhere behind me. I turned to face him, and sure enough, a bank of ghastly yellow mist was surging over a nearby hill, and headed our way.

Naturally, we ran. I had heard tales of how the mist in these lands would sap the life from those caught in it, and had no desire to put those stories to the test. We ran until we were panting and sweating, but the cloud was relentless, and quite a bit faster than us. Just as it seemed it would overtake us, the vapors slowed to a halt. I fell to me knees, gasping for air. As I recovered, and regained sufficient presence of mind to focus on my surroundings once more, I became aware of a most peculiar noise coming from behind us, from somewhere within the fog: rattling, labored breathing punctuated by the clanking of armored footfalls.

"Deg preserve us." whimpered NCommander, as an ominous figure resolved itself from the roiling cloud.

Short and stout and clad in rusted steel, the creature before us had clearly once been a dwarf. In its left hand, it carried a wooden shield fortified by metallic bands, and in its right, a wicked mace seemingly constructed of bronze. What little of the creature's skin was visible beneath the armor was tinged sickly, unnatural mustard brown. Rather unnervingly, the skin itself was pockmarked, with hundreds of small, regularly spaced holes where there once would've been smooth skin. A dark, viscous puss seeped from these holes as the creature exhaled, and the edges of these nauseating pores bore extensive, discolored scabs. The patches of skin between the sores looked exceedingly dry, and was cracked and flaking in many spots. As the creature drew close, its head snapped towards us, and it let out a soft, wheezing growl before advancing, bringing with it the same unidentifiable stench that permeated the area magnified a thousand fold. To my right, I heard NCommander cough and gag, before spew the contents of his stomach all over the desiccated grass.

Fighting back the urge to vomit myself, I drew my sword. Forged of steel, and sized for a dwarf, it was a recent, but prized acquisition of mine. Settling into a guard position, I looked to my companions. NCommander was on his hands and knees, still grappling with nausea from the creature's stench. Spish was shaken, but still standing, hefting an iron war axe. Our eyes met for a brief moment, and he nodded grimly. Then the beast was upon us, bringing its mace to bear with a grace that seemed utterly incompatible with its horrific appearance. I parried, binding the weapon with my own, and creating an opening for Spish. With a bellow, he brought his axe down on the small of the creature's back, splitting its armor open and all but cutting its spine asunder. Beyond stumbling from the initial impact, the creature barely even acknowledged the blow. Twisting its torso with tremendous strength, Spish was pulled along by his weapon, and struck with a blow from an armored elbow that sent him toppling off balance. The creature turned, and raised its weapon for a killing blow. Grasping my sword with both hands, I darted forwards, swinging at the creature's now exposed neck with all my might. My strike connected just as it had begun the downwards motion of its swing, and cut three quarters of the way through the neck, passing cleanly through the spine. Great quantities of ichor spewed from the wound, and the creature crumpled, with Spish just barely managing to roll out of the way. With the creature slain, the ghastly cloud vanished, dissipating just as quickly as it had appeared. I helped Spish to his feet, and while he rebuffed my concerned inquiry about his well-being and insisted he was fine and didn't need my help despite having number of visible cuts and bruises, he spoke in the same, casual tone of voice he used while conversing with his fellow dwarves.

"So where can we find the entrance to the fort?" I asked. "I don't particularly fancy our odds against another one of...Whatever that thing was." Spish thought and began to answer, only to be interrupted by a solid sounding clunk. Whirling to face the sound, sowrd drawn, I was relieved to see not another creature of the fog or zombie, but the face of a dwarven woman, poking out from under an open hatch which had previously been obscured by a pile of abandoned books and scrolls.

"There, I guess." said Spish.

She nodded, laughing mirthlessly. "Welcome to motherfucking Bloodyhells!"

(This entry is mostly based on stuff that actually happened, though slightly embellished from effect. I'm leaving out, for example, the fact that the husk was swarmed by visitors in addition to Archereon getting the killing blow for dramatic effect,and there was a fog cloud spawned early on, but it didn't come anywhere close to the Spish, NCommander, or Archereon. Also the fight with the husk lasted a fairly long time, long enough that almost everyone was getting tired if not overexerted.)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06) - DON'T PANIC**  
Post by: **speciesunknOwn** on **June 09, 2016, 10:13:37 pm**

Quote from: NCommander on June 05, 2016, 01:44:30 am

Quote from: Imic on June 05, 2016, 01:04:17 am

Am i the only one with any sense of morality here?

Morality is relative,  
Puppies are cheap,  
Dwarves are zealots of,  
A place that creeps and leaks,  
where oversears send them to die,  
so we may feast on their on their sorrow,  
as we chew on their marrow  
Just never forget,  
That Bloodyhells is always a threat.

Can I sig this? The poem. 'Tis glorious!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **June 09, 2016, 11:06:15 pm**

Excellent intro Archereon. I can already tell this is going to be quite the interesting year.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 10, 2016, 12:12:32 pm**

Quote from: Spish on June 09, 2016, 11:06:15 pm  
Excellent intro Archereon. I can already tell this is going to be quite the interesting year.

Hey, do you know if building a trade depot in the caverns with access to a map edge still lets you get dwarven merchants? IIRC it definitely worked like that in 0.34.11

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **June 10, 2016, 01:44:30 pm**

You mean through the caves? No idea, I've never tried it.




Is this what's left of our old military? Gross.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 10, 2016, 02:26:19 pm**

Quote from: Spish on June 10, 2016, 01:44:30 pm  
You mean through the caves? No idea, I've never tried it.

Edit:



Is this what's left of our old military? Gross.

Probably. I've just taken the first step towards reclaiming the upper fort; I captured that trapped husk that was blocking the main entrance in a cage trap.

Edit: game crashed not long after I caught the bastard; the most recent save was before I got him, and I ended up using a different entrance to the fort, which didn't have a trapped husk.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **June 10, 2016, 02:33:00 pm**

I'm plot relevant. YAY!  
Quote from: speciesunkn0wn on June 09, 2016, 10:13:37 pm

Quote from: NCommander on June 05, 2016, 01:44:30 am  
Can I sig this? The poem. 'Tis glorious!

Go for it.

--

### NCommander's Journal

Of course I leave the mountainhomes to avoid being bullied for my cooking, to that new colony 'Bloodyhells', just to find walking zombies, and of course, me loosing my lunch.

I'm fucking sick of always being the guy people pick on. First thing tomorrow, I'm going to the overseer, and asking to be enlisted in the military. I hope they have a spare whip around here, I want to make things **hurt**.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **June 10, 2016, 09:24:22 pm**

Quote from: Archereon on June 10, 2016, 12:12:32 pm  
Hey, do you know if building a trade depot in the caverns with access to a map edge still lets you get dwarven merchants? IIRC it definitely worked like that in 0.34.11

Did a quick embark to test this (stair down, depot into caverns, floor stair over, fire imps in volcano decided to suddenly actually take action and set my everything on fire and scare one surviving dwarf on top of a tree and cause collapse spam. Welp, at least it wasn't as bad as embarking on top of a gemstone titan.)

....Did another bit slower and safer embark. Merchants arrived on top, wagons bypassing my inaccessible site, despite trade depot being marked as accessible on D and having only path to map edge be from caverns (walled out of fort).

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Taupe** on **June 10, 2016, 11:07:30 pm**

Quote from: Archereon on June 10, 2016, 12:12:32 pm

Quote from: Spish on June 09, 2016, 11:06:15 pm  
Excellent intro Archereon. I can already tell this is going to be quite the interesting year.

Hey, do you know if building a trade depot in the caverns with access to a map edge still lets you get dwarven merchants? IIRC it definitely worked like that in 0.34.11

Yeah my 34.x merchants are now exiting the fortress via a small hole leaving to a river that flushes outside the map. What the actual fuck.

...Not sure they'll ever *enter* through there, tho.



# Spring 303

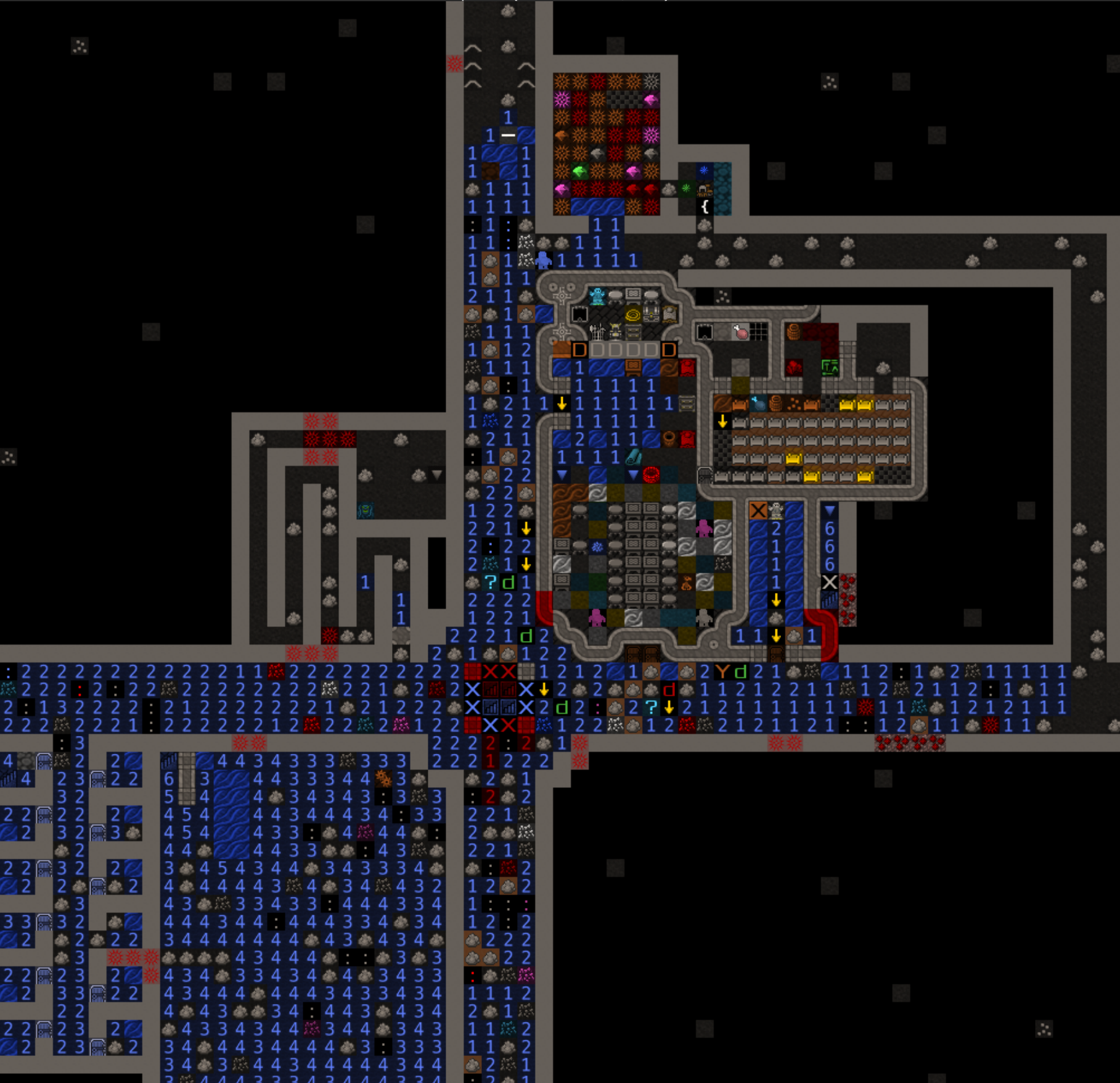
Excerpt from *Visions of the Abyss: The Early Years of Bloodyhells* by Iyathi "Archereon" Awemedinade:

The situation in *Nashonshash* upon my arrival was one of near total despair. Flame, the dwarf who had opened up the hatch cover for us, was apparently one of two surviving dwarves left in the fortress, the other being Zuglarkun Rigathuson a young miner who looked to be barely out of his teens. There had until very recently been a third, the mayor of the settlement, but he had disappeared into the night shortly after the arrival of spring, seemingly favoring his chances with the husks over staying put in the ruins of the settlement. The rest of the population had perished in a desperate battle against one of the great titans of the wild, which had been warped by cursed fog into an unstoppable monstrosity. With no means of slaying the creature, it had been lured into a hastily dug labyrinth, and sealed away. Sure enough, from the re-purposed dining room the survivors were using as a base, I could hear the sound of claws scratching stone emanating from the far wall of an adjacent corridor. In its rampage, the beast had inflicted terrible damage upon the fortress, and, other than the small, and apparently recently dug passageway to the surface, the upper levels of the settlement were lost, with the reanimated corpses of the fortress's livestock blocking access to the fortress's great stockpiles, as well as the farms. We were in no danger of starving immediately however, as the dining room had an enormous pantry, stocked with enough food to last through the year with just the five of us. Initially I was incredulous of this claim, since surely the food would spoil long before we were in danger of running out, but apparently, dwarven preservation techniques are indeed every bit as miraculous as the stories claim. While it would be many months before we regained access to fresh food, I never became ill from my meals, nor did the food lose its taste over time.

As I stood out like a sore thumb, it wasn't long before the dwarves of Nashonshash asked of my purpose so far away from the elven homelands. While Spish and NCommander seemed cordial enough, I had the distinct impression that the other two were itching for an excuse to lynch me. Moreover, I was fairly certain that, even should I complete my task and return home whole, the Queen would quickly think of another errand for me that would prove to be even deadlier, and with the mayor gone, there was no figure of authority to officially receive the message. Thus, I claimed to have been exiled from the elven kingdoms, and seeking my fortune in dwarven lands. Though I personally do not approve of the wanton clear cutting of forestry that dwarves and humans indulge in, without the magic of the shapers, they have no means of harvested appreciable quantities of wood otherwise.

But I digress. The most pressing issue facing the fortress was, surprisingly enough, not the numerous undead stalking the halls of the upper fortress, which had been sealed off behind a pair of sturdy rock doors, but rather the rather alarming rate at which water was flooding the lower levels of the fortresses. Both Flame and Zuglarkun insisted they had nothing to do with it, and bickered endlessly, even as the water rose to their waists. The source of this flooding was a mishandled irrigation project of some sorts, perhaps intended for agriculture closer to the fortress's heart, which had apparently been drawing water from the local aquifer. A second breach, consisting of a shaft dug upwards into the aquifer from what appeared to be a cell block, also contributed to the flooding, but was in an area with enough drainage for Spish and myself to plug the gap after only a few days of struggle against the current.

Spoiler (click to show/hide)



The breach closer to the stairwe was of far greater concern; at no point in time was the water low enough for someone to work effectively. In the end, it was NCommander who came up with a solution; use a pump. This required an expedition into the caverns however, as our chosen holdout was cutoff from the fortresses wood stockpile. Seemingly looking to rid themselves of me, Flame and Zuglarkun immediately volunteered me for the task. Both seemed surprised when, several hours layer, I returned with a armful of logs harvested from one of the great mushrooms found in the deep. While I took little joy in destroying such a magnificent specimen, I understand the concept of necessity. With the pump in place and NCommander cranking it faster than I would've thought possible, the water level near the breach quickly dropped, and it was a relatively simple matter to plug the gap. This was the first of many challenges that we would face in my first year at Bloodyhells, and, as was often the case, overcoming it came at a great cost. The lowest levels of the fortress, situated just above the vast seas of magma that form the bedrock of the world, were completely flooded, and without them, there was no means of making new tools. For the better part of a day, the survivors of Nashonshash debated the best strategy to drain the forges, a conversation that I was, at best, on the periphery of. After several hours of pouring over the maps of the fortress while the others retraced the same arguments for what must have been the tenth time, inspiration struck; not far from the former tavern we had taken up as a temporary home, there was a pillar of stone that passed through all three cavern layers uninterrupted. So I suggested that, with our limited manpower, instead of spending years draining the water from the stairwell into the deep, we simply excavate a new one, something NCommander asserted could be done within the month. He turned out to be exaggerating, but only slightly; by the end of the first week of Felsite, the initial shaft was complete.

[Spoiler](#) (click to show/hide)



While we now had access to magma as a source of heat, one of the essential components of a forge, an anvil, was missing. According to Flame, there was at least one leftover in the fortress's main stockpiles, well beyond the part of the fortress considered secure. While it obviously been preferable to equip ourselves before venturing into the unknown, without a working forge that wouldn't be an option. After fashioning crude shields for ourselves out of wood, Flame and I departed on an expedition to the upper fortress to recover the missing anvil, while Spish, Zugarkun, and NCommander left to begin digging out a new foundry area in the depths. While the obvious path towards the stockpiles would be to travel through the set of stone doors near the top the main staircase, the sound of something—or rather several somethings—scratching at the door persuaded us to take the long way around, down the tunnel to the west of the tavern. We walked for about an hour in virtual silence, passing through winding tunnels, down a series of hastily dug ramps and over a shallow chasm carved from the rock for reasons unknown and up a winding staircase. Most of this journey was made in complete darkness, and though elves can see well enough in the dark, it was very clear I was at a disadvantage compared to Flame. Finally, we came to a partially flooded storeroom. Debris was scattered all over the floor, and the water rose to Flame's knees and my calves, so the the process of searching the room was long, involved, and freezing cold. After more than half an hour and the third sweep through the room, we could take it no longer, and left the water, taking refuge in a damp, but comparatively warm stairwell on the western side of the room.

"I don't think it's here, unless its somewhere behind that hideous statue." I said, referring to an artfully made orthoclase statue depicting a visibly diseased dwarf, seemingly a leper, embracing a robed, skeletal figure, blocking the entrance to one of the stockpile's side rooms.

"Most pieces of Tarem are like that." said Flame. "What else would you expect from the dwarven god of death and disease?" she continued. "Oh, and also suicide." she added.

"I'm not sure why people would venerate such a being in the first place, certainly not people like Spish and Zuglarkun; they both seem to be reasonably well adjusted." I replied.

"There's two schools of thoughts regarding worship of Tarem; the first being that offerings and prayers to him help stave of death and disease, and helps ensure a good place in the next life. He doesn't like to talk about it, but Zuglar's lost pretty much everyone he cared



about to this place. He came here with a wife, a baby boy, and his parents. He's the only one left at this point."

"Oh." was the only reply I could muster.

"Yeah, I'm getting a bit sick of this philosophical whatchamacallit it, so can we get on with the search?" She asked. I nodded, despite being rather curious about the *other* school of thought regarding worship of the dwarven death god. Fairly certain that the missing anvil was not behind the statue of Tarem, we proceeded up the stairwell, and found ourselves in what Flame identified as the main level of the fortress, specifically the livestock area.

"But where are the livestock?" I asked, though I already suspected the answer.

A sarcastic quipe from Flame was cut off by the soft clattering of light, webbed feet. Five nearly skeletal ducks clambered out of a small pond, seemingly roused by the sound of our conversation. While I initially thought very little of the threat the creatures posed, it proved extremely difficult for either of us to actually land a blow, something which was not true of our opponents, who left a score of bruises and minor gashes all over my body, and I came perilously close to collapsing from exhaustion, at which point the creatures would've been free to peck my eyes out. Still, our vastly superior strength triumphed in the end, and while several of the corpses stirred, without numbers on their side, they were easily dispatched. While I would've liked nothing more than to lie down and rest at that point, the odds were good that something far more menacing was prowling these halls, so we set to work searching for the anvil almost immediately. We found it half buried in mud and heavily rusted, not far from the stairwell. We dragged it part of the way back, through the flooded storeroom to avoid further rusting, and headed back to relay the good news.

Spoiler (click to show/hide)



For the remainder of the month, I was hard at work carting ingots down to the forge area for future use. The others set to work excavating the beginnings of a living area, and eating area, some bedrooms, and a few extra rooms to be used for storage. The decision to move down to the lower levels was one motivated firstly by the exhausting walk down to the new forges, and secondly by a desire to be as far away from the surface as possible. So we dug, deeply and greedily, setting the stages for the start of a new chapter in the history of Nashonshash.

Spoiler (click to show/hide)





((note, it seems as if certain small undead body parts, ie heads are sometimes bugged in such a way that makes them invincible; if faced with such an enemy, I've found you can force dwarves to withdraw from a fight by switching to an alert which restricts them to a burrow they are not currently in, and deactivating the squad if they're a militia dwarf; that makes them run back to the burrow if possible. Use cage traps and drop them into lava to get rid of them for good, or alternatively use them for training.))

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **June 11, 2016, 04:53:58 pm**

You know where the water is coming from, right?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 11, 2016, 05:04:03 pm**

Quote from: TheFlame52 on June 11, 2016, 04:53:58 pm

You know where the water is coming from, right?

The aquifer. Don't worry, I plugged it a long time ago, and now the main hall near the tavern is pretty much dry.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **June 11, 2016, 08:18:20 pm**

The difference between daring and recklessness is whether the expedition succeeds and at what cost, and you certainly did manage what you set out to do, losing some people.

Given you reclaimed an anvil, closed a gap in farms and slaughtered ducks, is there any danger remaining - including the ducks rising up once more - on the above-aquifer fortress levels? The migrant/trade entrance levers alone seem like an useful system to reclaim, though did I get it correctly that you made a new entrance?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 11, 2016, 09:53:36 pm**

Quote from: Fleeting Frames on June 11, 2016, 08:18:20 pm

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I'm way further along in the year than what I've written thus far, and the remaining undead are a major nuisance, particularly the ones which can't be killed due to small size.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **speciesunknOwn** on **June 11, 2016, 11:11:06 pm**

Water everywhere! Just like a true Battlefailed fortress!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **June 11, 2016, 11:40:14 pm**

Quote from: Archereon on June 11, 2016, 09:53:36 pm

I'm way further along in the year than what I've written thus far, and the remaining undead are a major nuisance, particularly the ones which can't be killed due to small size.

Maces can pulp them. Hammers can as well, but with a much lower chance. I've yet to see a truly unkillable undead with a macedwarf since 0.40.xx.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 12, 2016, 03:10:31 pm**

# Summer 303: Part 1

Excerpts from *Collected Logs of the year 303* by Iyathi "Archereon" Awemedinade:

While I would've scarcely believed it possible near the start of the year, the situation here in Bloodyhells is starting to look up. With the major breach into the aquifer plugged, I've opted to disassemble the screw pump; perhaps we'll find a use for the parts later, but where it is, it's just getting in the way. Spish found some wheelbarrows somewhere, and he and I spent several weeks bringing as many chunks of metal ore as we could locate down to an impromptu ore stockpile that was dug out by Flame, NCommander and Zuglarkun over the past week or so. With just the five of us, it's been relatively easy to coordinate labor efficiently; at any given moment; the past few weeks have been almost exclusively dedicated to hauling supplies down to the fortress depths, with no more than one or two of the miners working on digging out the place at any given time. According to Flame, we should expect some newcomers about a month from now, and if there's to be any hope of them getting down here alive, we'll need to find some way to lure the numerous undead away from one of the fortress's major entrances. Given virtually all the fortress's livestock has perished however, that doesn't seem likely to be an option any time soon. With the arrival of migrants expected in the relatively near future, another matter has come up, namely that of leadership; with Mayor Zefon having absconded, the distribution of titles and responsibilities has been severely neglected, and while the ad-hoc rule by committee that currently governs the fortress works well enough with five people, we've agreed that, under the admittedly optimistic assumption that any of the migrants survive the journey, a greater degree of organization shall be necessary. During tomorrow night's meal, we will be holding a vote for the currently vacant office of Mayor.

Something altogether unexpected has happened today. While the work of the day was the same old hauling that's taken up the greater part of the month, the evening was something everyone was looking forwards to. While initially I had intended to abstain from the vote for Mayor, Flame insisted I cast a vote. Because of the distinct possibility of a tie, it was decided in advance that a coin flip would be used to broker such an outcome, and, after writing our choices on scraps of abandoned parchment found in the upper fortress, we gave them to Flame to read allowed. My own vote was a toss up between Spish and Flame, but in the end, I chose the former, I can only assume out of the decent rapport that had developed between us in the months since we arrived. The final tally was as follows:

- Archereon: 2 votes
- Flame: 1 vote
- NCommander: 0 votes
- Spish: 2 votes
- Zuglarkun: 0 votes

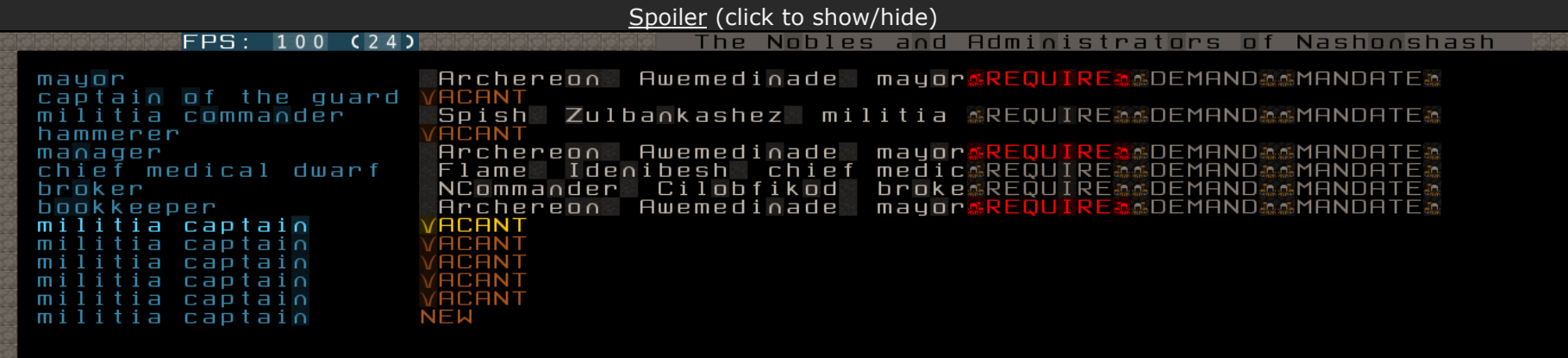
That I was even in the running came as a shock, and according to the agreed upon procedure, the tie between myself and Spish was to be decided by a coin flip. The coin, provided by Flame was a rather worn piece of copper engraved with the image of a dwarf wearing a crown on the front—the current dwarven monarch—and the seal of the Kingdom of Suvaszan on the reverse. Spish called heads, and the toss itself was carried out by Flame. When the coin landed on tails, all eyes were on me.

"I'll do my best not to let you down." was the first thing that came to mind.



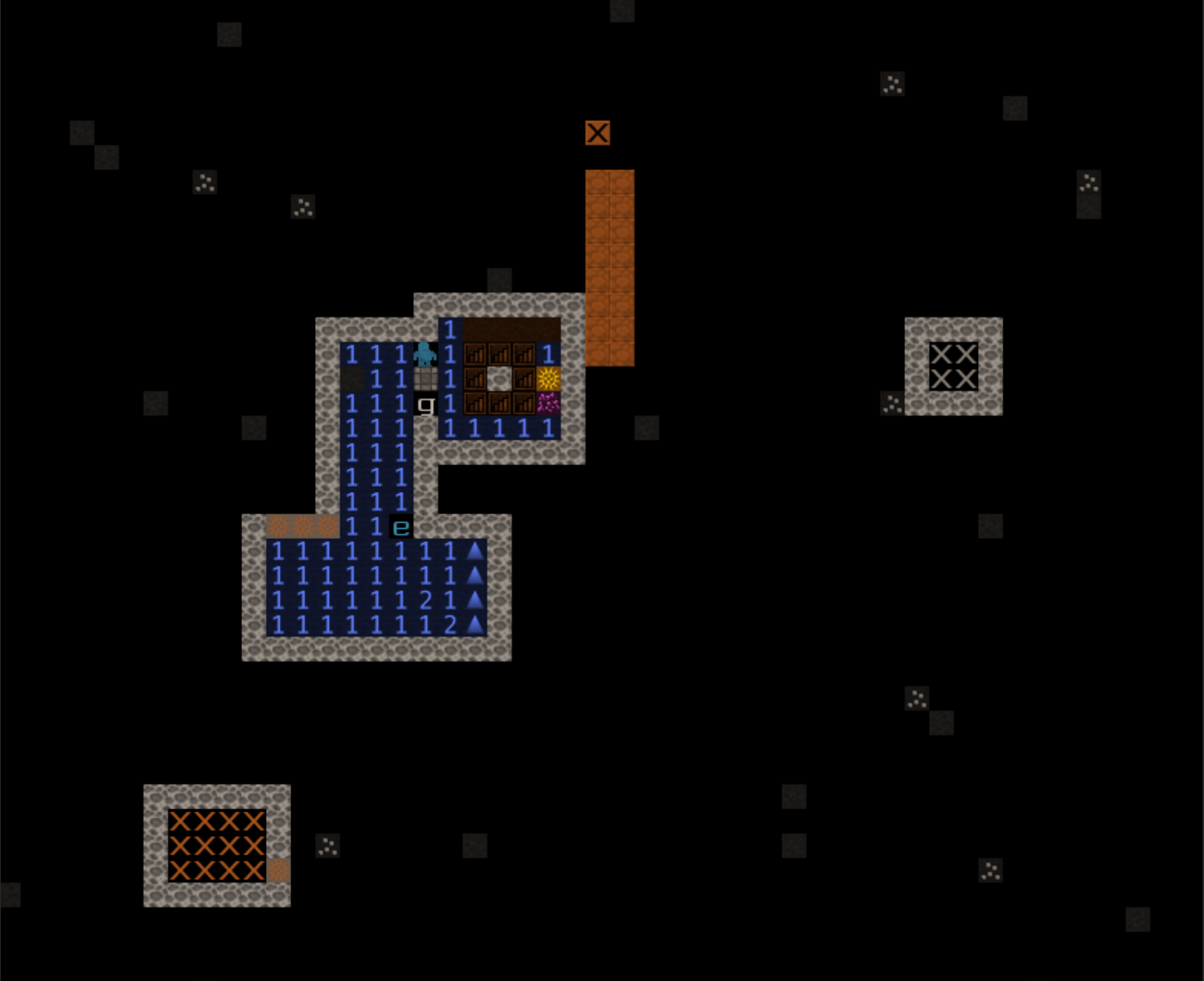
Excerpt from *Visions of the Abyss: The Early Years of Bloodyhells* by Iyathi "Archereon" Awemedinade:

My first act as mayor was to preemptively dole out the titles necessary to the functioning of the fortress; Spish was probably the best fighter of us all, having prior experience using both axes and maces, apparently having fought in the King's army prior to arriving at Bloodyhells, making him the obvious choice for militia commander. The role of chief medical dwarf was another obvious choice; Flame has prior experience as a physician, and thus she became our head physician. The position of broker was after a bit of thought, delegated to NCommander; none of us have a background in bartering, but NCommander seemed interested, which was about as good as I could hope for. As for manager and bookkeeper, I understand that the two positions are, in many cases consolidated into one, and being the most learned person in the fortress at the time, I felt most comfortable doing them personally.



Knowing that there would likely be migrants coming in malachite, the next order of business was clearing a route so that at least some of them would survive. Thus, we opened the southern airlock, in the hopes of luring the undead away from central hatch entrance. Things went almost too well; the undead swarmed through the now open gate by the dozens, there number including several husks. Unfortunately, they did not content themselves with hunting the few remaining living animals on the farming level of the fort; most continued onwards, taking the very same path that Flame and I used to recover the anvil. Working with the single-minded determination of cornered animals, we set to work erecting a barricade. If the creatures breached out sanctuary at the tavern, we would be cut off from the surface entirely.

[Spoiler](#) (click to show/hide)



We almost succeeded.

Spoiler (click to show/hide)

lower leg with his willow shield bruising the muscle!  
The militia commander strikes Saquar Tohwotkas's corpse in the right lower leg with his willow shield bruising the muscle!  
Saquar Tohwotkas's corpse misses the militia commander!  
The militia commander strikes Saquar Tohwotkas's corpse in the right upper arm with his willow shield bruising the muscle!  
Saquar Tohwotkas's corpse punches the militia commander in the fourth finger, right hand with his left hand, tearing apart the skin and bruising the muscle through the (pig tail cloak)!  
The militia commander strikes Saquar Tohwotkas's corpse in the upper body with his willow shield bruising the fat!  
The militia commander strikes Saquar Tohwotkas's corpse in the left hand with his willow shield bruising the muscle!  
The militia commander kicks Saquar Tohwotkas's corpse in the upper body with his left foot bruising the muscle and bruising the liver!  
Saquar Tohwotkas's corpse kicks the militia commander in the right lower arm with his left foot bruising the bone through the (pig tail cloak)!  
The militia commander strikes Saquar Tohwotkas's corpse in the lower body with his willow shield bruising the muscle and bruising the guts!  
The militia commander strikes Saquar Tohwotkas's corpse in the lower left back teeth with his willow shield and the severed part sails off in an arc!  
The militia commander strikes Saquar Tohwotkas's corpse in the head with his willow shield bruising the muscle!  
Saquar Tohwotkas's corpse punches the militia commander in the left lower arm with his left hand bruising the fat through the (pig tail cloak)!  
The militia commander strikes Saquar Tohwotkas's corpse in the right lower arm with his willow shield bruising the muscle!  
The militia commander strikes Saquar Tohwotkas's corpse in the lower body with his willow shield bruising the fat!  
The militia commander strikes Saquar Tohwotkas's corpse in the head with his willow shield bruising the muscle!  
Saquar Tohwotkas's corpse punches the militia commander in the left lower arm with his left hand bruising the muscle through the (pig tail cloak)!  
The militia commander strikes Saquar Tohwotkas's corpse in the lower body with his willow shield bruising the muscle and bruising the left kidney!  
The militia commander strikes Saquar Tohwotkas's corpse in the head with his willow shield bruising the fat!  
Saquar Tohwotkas's corpse scratches the militia commander in the head but the attack is deflected by the militia commander's \*steel helm\*!  
The militia commander strikes Saquar Tohwotkas's corpse in the right foot with his willow shield bruising the muscle!

A lone corpse, faster than the others made it through. NCommander and Flame, who were working at the time, scattered, with Spish standing his ground, prepared to fight, despite Spish not having a weapon at the time. While Spish struggled valiantly against the odds, his foe was tireless, and indifferent to the numerous petty blows they traded. As I sprinted to the top of the stairs, seeing the pair engaged in a grapple, the corpse twisted Spish's arm, which emitted a sickening crack almost as loud as his scream of pain. Spish fell to the ground, incapacitated, and the corpse began pummeling him, splattering Spish's blood across the still damp floor. Sprinting as fast as I could, I closed the gap with the creature. Distracted as it was by its victim, my swing was true, cleaving the corpse's head in two. It crumpled to the ground, and did not stir. Unsure whether Spish was alive or dead and hearing the groaning of the rest of the horde, I hurried to plug the small gap in the barricade that the corpse had crawled through. Only when I was sure we were no longer in danger of being overrun did I see to Spish. Despite the heavy bleeding, he was still breathing. Flame rounded the corner then, having seemingly regained her nerve. Together, we brought Spish to the makeshift infirmary that had been set up in the tavern.

"Alright then. At least you're not bleeding out now." Said Flame. Working with the speed of an expert in her craft, she had cleaned and dressed Spish's wounds. He had regained consciousness shortly after we relocated him to the tavern, and now lay on one of the cots, trying desperately not to look at his right arm.

"Good to hear!" Grunted Spish through gritted teeth. "That hurt like all hell!"

"It's about to get worse I'm afraid." Said Flame. "You need surgery, and fast, otherwise you're never going to use that arm again."

"I'll grab the liquor." I offered, starting towards the Pantry.



"Make sure its something strong." Said Flame.

Spoiler (click to show/hide)



Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Imic** on **June 12, 2016, 04:08:31 pm**

I'm not even going to bother asking for a re - dorf, since it's a long time before any migrants are going to make it here.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Gwolfski** on **June 12, 2016, 04:32:09 pm**

Am I a ghost yet? I asked not to be slabbed/buried.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 12, 2016, 04:54:57 pm**

Quote from: Gwolfski on June 12, 2016, 04:32:09 pm  
Am I a ghost yet? I asked not to be slabbed/buried.

No, and given that we have yet to get a ghost that'll actually go around hurting people, (just restless haunts), I haven't really gotten around to slabbing people.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **June 12, 2016, 05:14:01 pm**

And we have a bunch of unfeeling shells that 'don't feel anything after being haunted by the dead', we'll probably just slab the bothersome ones. Let's start a ghost collection!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 12, 2016, 06:15:09 pm**

As far as migrants go, there's an unreasonable number of picks lying around the surface; so assuming the migrants don't come under attack upon spawning, it's potentially possible to have them dig their way into the fort, and seal the path behind them (of course)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **June 12, 2016, 09:06:05 pm**

Undead will seek life, so if they're the only thing alive on surface teeming with undead they will. Though the speed at which any individual undead will set upon them differs greatly, as you observed. At the very least, the elf head sitting on a tree in west of map should give you some job cancellations.

You have very meaty updates, nice job on writing them \*chews\* I notice Saquar prefers to go for lower arms - coating them in magma or fetid waste will not work at all and will give you two undead dwarves.

What will the new mayor mandate?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 12, 2016, 09:44:41 pm**

Quote from: Fleeting Frames on June 12, 2016, 09:06:05 pm  
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What will the new mayor mandate?

Nothing since he doesn't have material preferences. Which is part of the reason why Cacame was the ideal noble; no mandates. As far as

the undead seeking life, there's usually at least a few dumbass visitors to chew on, and most of the husks are currently trapped in the fortress and/or in cages, there's actually surprisingly few corpses on the surface.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 14, 2016, 01:53:05 pm**

## Summer 303: Part 2

"Ultimately, there is no right or wrong in our world beyond the arbitrary system of rules and restrictions known as society. Power, and the will to use it is the true distinction between sheep and shepherds."- Logem Abbyrhymes in *Victory by Death*

Excerpt from *Visions of the Abyss: The Early Years of Bloodyhells* by Iyathi "Archereon" Awemedinade:

In the weeks after the near calamity of mid-Hematite, the mood around the fortress sunk to a new low. While the situation wasn't quite as dire as it had been when I first arrived, after the initial upturn, this setback came as a grim reminder of the forces arrayed against us. The surest sign of this despair was my own diaries chronicling the period, which consisted mostly of single lines and unfinished logs for the remainder of the month, requiring me to recount this crucial part of the fortress's history in the immediate aftermath of Spish's brush with death from memory rather than records. While in time, he would make a full recovery thanks to the speedy work of Flame, at the time, Spish's injuries rendered him incapable of most forms of work, and as such spent the remainder of the month in surly repose, uninterested in conversation, and unable to do anything productive. My own work was at something of a standstill as well. By then, I'd taken stock of virtually everything in the secure parts of the fortress. With little else to do, a large portion of my time was spent delving into a pile of books recovered from the surface shortly after my arrival at the fortress, which included a treatise on smithing techniques for weapons and armor. None of the survivors had any real experience in weaponsmithing, and with the prospect of new arrivals being virtually nonexistent in the near the future, I resolved to learned smithing myself. After familiarizing myself with the techniques presenting in the text, I started out working with bronze, which was in abundance thanks to the cassterite and tetrahedrite veins the shaft to the lower fortress passed through. My initial experimentation ended rather poorly, and I acquired a number of superficial burns from my mistakes. Nevertheless, I took the work quickly, if only out of the absence of any other productive activities to throw myself at. Most of my days were spent at work in the forge, or in the makeshift library I had set up reading through the dozen or so books and scrolls we had recovered from the surface early on.

Excerpts from *Collected Logs of the year 303* by Iyathi "Archereon" Awemedinade:

19th Hematite, 303:

Even though he still lives, Spish's screams of agony under the knife still haunt me. I am struggling to keep busy. Have taken up reading as of late.

20th Hematite, 303:

Found a smithing manual, could come in handy.

23rd Hematite, 303:

Practice is going well at the forge, but there is little else of note going on.

24th Hematite:

Boring day today.

25th Hematite, 303:

Boring day today.

His brain is broken

29th Hematite, 303:

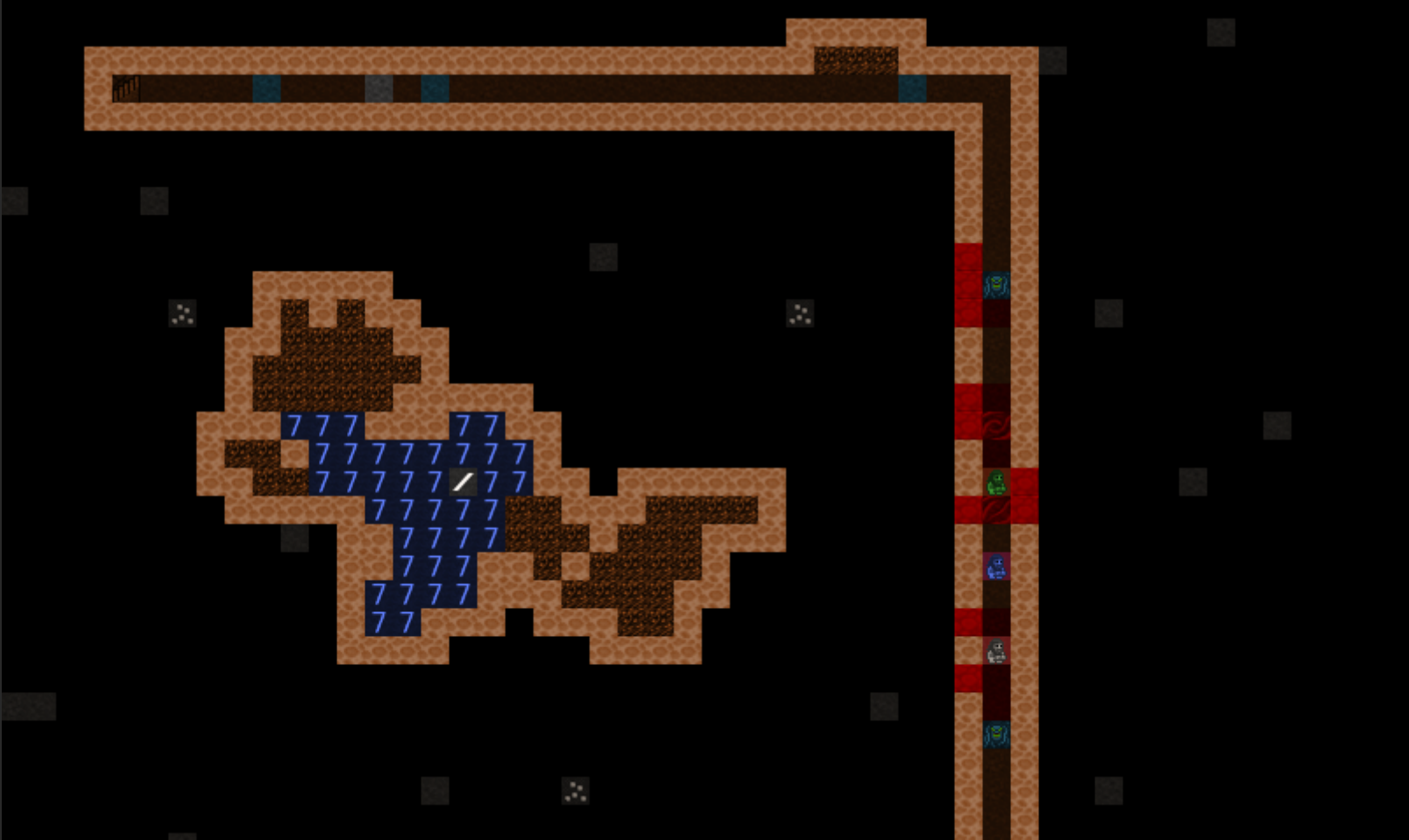
Burned myself again.

20th Malachite, 303.

As expected, more sorry souls have been sent here to die. I can hear them even now, frantically calling for help that we cannot hope to provide.

Excerpt from *Visions of the Abyss: The Early Years of Bloodyhells* by Iyathi "Archereon" Awemedinade:

As expected, a new wave of migrants arrived at Nashonshash midway through the month of Malachite. There were ten of them in total, including several children. As every entrance to the fortress was shut, they had no means of getting inside, and, to make matters worse, they came from the northwest, putting a great many corpses between them and the relative safety the fortress. On the bright side however, they were in no immediate danger, as a band of adventurers with more greed than sense had arrived not long before them, drawing the undead away from the migrants as they picked through the corpses and detritus littering the surface for valuables. While they were reasonably well armed, it was only a matter of time before they were overrun, but it bought the newcomers precious time to think of a plan. Though none of them were trained miners, the art of digging is something that comes more or less naturally to dwarves, either by nature or nurture, and thus, after finding digging implements amidst the abandoned wares of a failed caravan, the migrants did what any dwarf in their situation would; dug in. They didn't get very far however, as the undead quickly followed them down the shallow tunnel they had dug. We were not sitting idly by however, and immediately after NCommander told me he could hear the sound of dwarves digging somewhere overhead, we scrambled to link up with them. We reached them with no time to spare, just as the shambling horde began to overrun the migrant's crudely thrown together barricades. We had worked quickly, but not quickly enough to save all of them. As we hurried back down the winding tunnel we had excavated to reach them, and several of the newcomers fell behind, and were torn limb from limb by the undead. Finally, after what felt like an eternity, we reached the door leading into the fortress proper, slamming it behind us after the last of the stragglers made it through. In total, three of the ten perished in the chase.



Excerpts from *Collected Logs of the year 303* by Iyathi "Archereon" Awemedinade:

22nd Malachite, 303.

Against all odds, at least some of the newcomers are alive. Seven of them are here now, and they are as follows:

- Ghills Gidthurdodok, a Brewer, and his eight year old daughter Vabok Likotorshar, who has the presumably self proclaimed title of "The Master."
- Zulban "Spriggans" Alathubbul a carpenter. I've opted to delegate woodcutting to her as well.
- Id "Twinwolf" Becoralath, a bookmaker, and his daughter Edem Emetbomrek. His wife, Onol Gusildumat was among those who did not make it.
- Balnash Kekimsazir, a farmer. He is apparently Spish's younger brother, and the presence of family seems to have lifted his spirits a great deal.
- Atis "Niner" Azzinmafol, who, rather alarmingly introduced himself as the "Glorious Overlord" of the fortress.

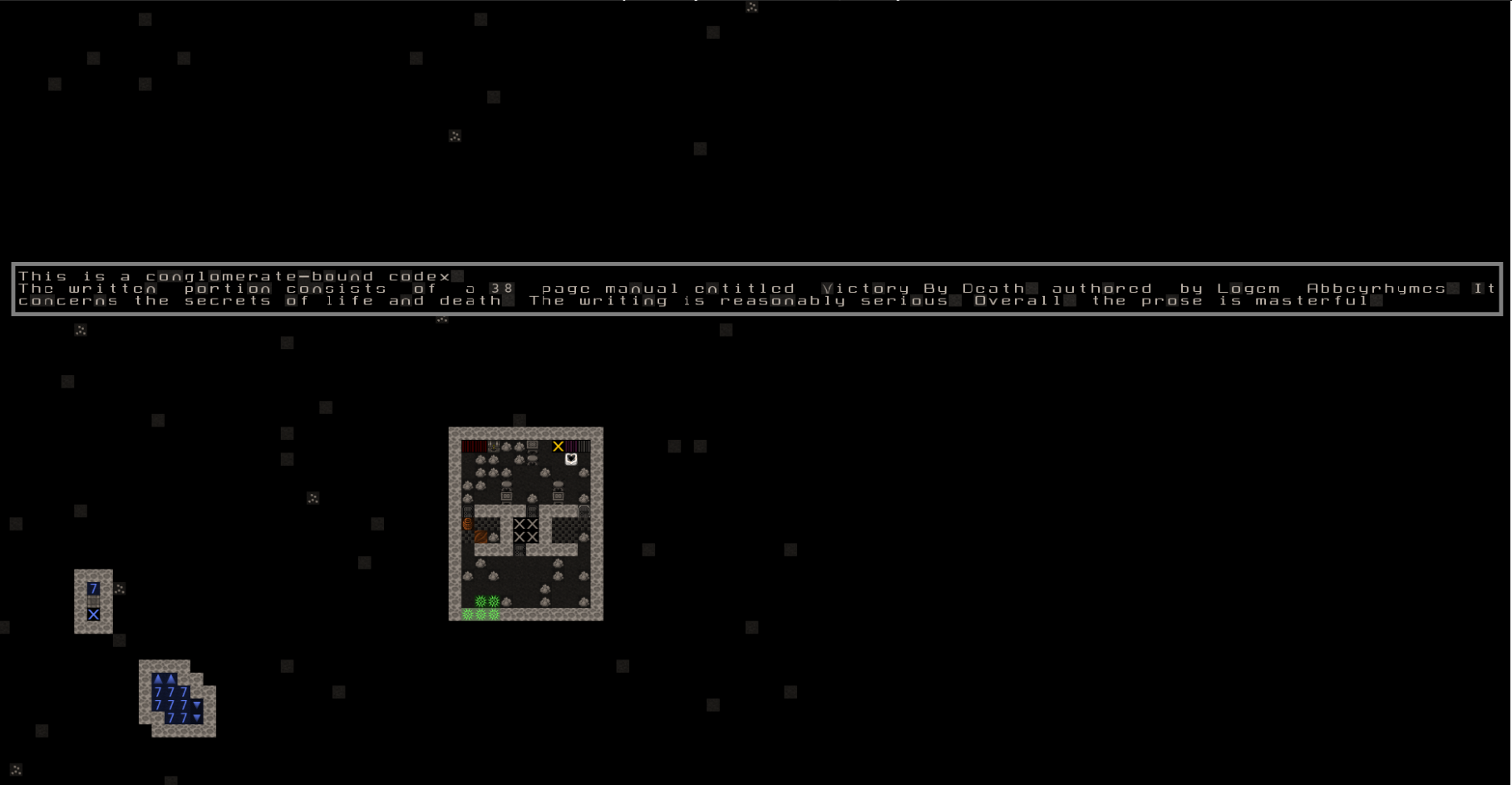
23rd Malachite:

Tonight I'll have officially read every book in the fortress's meager library. Thus far, none of them have been particularly useful; for the most part its essays, histories, or outright fiction. Entertaining yes, but not what we need right now.

24th Malachite:

It's truly staggering how often we overlook things of great importance, even in times when our very survival depends on our diligence. It was here all along; the key to our salvation, right under our noses!

[Spoiler](#) (click to show/hide)



I leave the thread for 2 weeks and we've already needed to reclaim the fort? I can see that I've got a lot to catch up on.



Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 14, 2016, 02:17:29 pm**

Quote from: Ghills on June 14, 2016, 02:06:05 pm  
I leave the thread for 2 weeks and we've already needed to reclaim the fort? I can see that I've got a lot to catch up on.

No reclaim, but we were down to 2 people at one point.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **June 14, 2016, 03:09:19 pm**

Quote from: Archereon on June 14, 2016, 02:17:29 pm  
Quote from: Ghills on June 14, 2016, 02:06:05 pm  
I leave the thread for 2 weeks and we've already needed to reclaim the fort? I can see that I've got a lot to catch up on.  
  
No reclaim, but we were down to 2 people at one point.

Just finished reading. Man, the next few overseers have their work cut out for them.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **June 14, 2016, 04:01:37 pm**

WHAT THE SHIT HOW DID THAT GET THERE

Wait, it probably came in on a necromancer, did any die here?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Sanctume** on **June 14, 2016, 04:24:44 pm**

Logen Abbeyrhymes, necromancer, is already feeling at home here in Bloodyhells; even felt safe to leave his book for the casual readers.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 14, 2016, 04:28:25 pm**

Quote from: TheFlame52 on June 14, 2016, 04:01:37 pm  
WHAT THE SHIT HOW DID THAT GET THERE  
  
Wait, it probably came in on a necromancer, did any die here?

I don't even know there's like 1000 dead people on the list, I think there's definitely some from the necromancer siege.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Deus Asmoth** on **June 14, 2016, 05:30:44 pm**

As far as I know, letting friendly dwarves become necromancers can be pretty much a death sentence for anyone that isn't a necromancer in in the fort, so it might be best to leave that particular book outside the library. That said, once I actually get a dwarf they'd be duty bound as a scholar to find the thing, so we'll see how it all works out.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Taupe** on **June 14, 2016, 05:45:42 pm**

Quote from: Deus Asmoth on June 14, 2016, 05:30:44 pm  
As far as I know, letting friendly dwarves become necromancers can be pretty much a death sentence for anyone that isn't a necromancer in in the fort, so it might be best to leave that particular book outside the library. That said, once I actually get a dwarf they'd be duty bound as a scholar to find the thing, so we'll see how it all works out.  
Solution: Make EVERYONE a necromancer.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 14, 2016, 06:22:58 pm**

Quote from: Deus Asmoth on June 14, 2016, 05:30:44 pm  
As far as I know, letting friendly dwarves become necromancers can be pretty much a death sentence for anyone that isn't a necromancer in in the fort, so it might be best to leave that particular book outside the library. That said, once I actually get a dwarf they'd be duty bound as a scholar to find the thing, so we'll see how it all works out.

In the current version, friendly necromancers are honestly not that bad as far as team killing goes; militia-necromancers will attack their own raised undead, and necromancers in general don't reanimate stuff unless they're in combat. Honestly the biggest danger of necrofortresses is the potential to trigger loyalty cascades, but that was more or less resolved over the course of the 0.40 bugfixing cycle:

Random thought: we should totally weaponize that Husked titan; lure it down to the depths and see whether it can beat the clown car on its own.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **June 14, 2016, 07:15:51 pm**

That was one of my propositions earlier, yes, but thanks to me we can do it in a contained manner! No need to let the demons out on the surface.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Sanctume** on **June 14, 2016, 07:18:56 pm**

That's just phase 1, we should have our own necro to overlook the fighting area via bridge shutter+fortification+gem windows, and rez some demon minions, or even minion titan.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 14, 2016, 07:21:17 pm**

Quote from: Sanctume on June 14, 2016, 07:18:56 pm  
That's just phase 1, we should have our own necro to overlook the fighting area via bridge shutter+fortification+gem windows, and rez some demon minions, or even minion titan.

Demons have the "can't undead" tag, so that won't work.

On a tangent, I'm mildly disappointing nobody was thrown by the little "his brain is broken" bit. I saw that on a husk or zombie, and took a screenshot of it because I thought it was funny.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **June 15, 2016, 01:05:16 am**

Oh hey, that codex wasn't in stocks when I looked. Still, that's why it is important to not atomsmash the husks!  
Now, making everyone a necromancer will probably go both horribly wrong and horribly right. No idea if it is good or bad, but note that it locks attributes.

Do you not have anybody in lever room to let migrants in, though?

For automated entry in the future, maybe non-citizen pressure plate + retracting bridge + citizen pressure plate + retracting plate with meeting area on top would work? With minecart jumping through a fortification to get to fortress beneath.

As for the broken brain, heh. No, maybe normally...but in the battlefailed series, that is rather minor thing, less important than talking about the weather.

As for Salo VS clown car: Salo would lose horribly.It's an organic dinosaur husk with no natural weapons and no fighting skills. I doubt husking increases attributes enough to match the advantages of web, fire, dust or most inorganics.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 15, 2016, 10:03:21 am**

Quote from: Fleeting Frames on June 15, 2016, 01:05:16 am

Oh hey, that codex wasn't in stocks when I looked. Still, that's why it is important to not atomsmash the husks!  
Now, making everyone a necromancer will probably go both horribly wrong and horribly right. No idea if it is good or bad, but note that it locks attributes.

Do you not have anybody in lever room to let migrants in, though?

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As for Salo VS clown car: Salo would lose horribly.It's an organic dinosaur husk with no natural weapons and no fighting skills. I doubt husking increases attributes enough to match the advantages of web, fire, dust or most inorganics.

The locking attributes thing is bugged in the current version of DF AFAIK, so that's not an issue. We also can't make EVERYBODY a necromancer, since creatures with no max age (ie Archereon) cannot become necromancers, even though they can learn and write down the secrets of life and death, so my current plan is to restrict the non-necromancers to the lower areas of the fortress, and use necro-citizens to haul shit from the surface back into an airlock arrangement.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **June 15, 2016, 11:25:18 am**

Will be likely fair bit of micromanagement or clever mechanism to prevent the topside undead from smelling the non-necromancers and shambling like a zombie over there.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 15, 2016, 11:39:35 am**

Quote from: Fleeting Frames on June 15, 2016, 11:25:18 am

Will be likely fair bit of micromanagement or clever mechanism to prevent the topside undead from smelling the non-necromancers and shambling like a zombie over there.

Not really, it's just basic burrow management plus locked door airlocks.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Deus Asmoth** on **June 15, 2016, 11:59:36 am**

I thought that elves could become necromancers in adventure mode, it just never happens in worldgen because they can't become obsessed with their mortality for obvious reasons?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 15, 2016, 12:25:04 pm**

Quote from: Deus Asmoth on June 15, 2016, 11:59:36 am

I thought that elves could become necromancers in adventure mode, it just never happens in worldgen because they can't become obsessed with their mortality for obvious reasons?

Nope, even if you read the book you don't get necromancer powers, though you do get "learned secrets of life and death" in legends mode.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **June 15, 2016, 01:46:33 pm**

Quote from: Archereon on June 15, 2016, 11:39:35 am

Not really, it's just basic burrow management plus locked door airlocks.

z-levels spanning burrows count as micromanagement in my book right now :p and if using locked doors, will have to use multiple with manual locking every time hauling is done, so yeah.

For automation, perhaps let them handle food and crafts industries in a completely segregate way with minecart carrying what they don't use to the rest of the fort through fortification/statue/fortification?

Maybe I'll implement that on my turn if there are any non-necros still alive by then.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **June 15, 2016, 04:00:08 pm**

Vampires are cooler.

On that note, anyone who manages to last more than two minutes on the surface should automatically be suspected of Vampirism.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 15, 2016, 05:37:26 pm**

Quote from: Spish on June 15, 2016, 04:00:08 pm

~~Vampires are cooler.~~

On that note, anyone who manages to last more than two minutes on the surface should automatically be suspected of Vampirism.

Assuming of course that they aren't a necromancer. Tbh, grabbing a vampire would be an excellent way to deal with people like Archereon who can't be made necromancers; since necromancers don't sleep, if everyone is either a necromancer or a vampire, there's no danger of anyone being drained. Besides children. Given this is the Bay 12 forums, I'm not sure anyone cares what happens to dwarven children, but if you actually did find issue with them being eaten by vampires, you could just put them in a seperate burrow from the vampires, since IIRC they respect burrows. I've already seen a number of vampire visitors already...Cue idea...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **kleanea** on **June 17, 2016, 02:15:49 pm**

Take me off the player list.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 17, 2016, 02:21:00 pm**

## Summer 303: Part 3

"The last enemy that shall be destroyed is death, and we shall overcome this great obstacle not through our faith in the gods, but rather through our faith in ourselves."- Logem Abbyrhymes in Victory by Death

Excerpt from Visions of the Abyss: The Early Years of Bloodyhells by Iyathi "Archereon" Awemedinade:

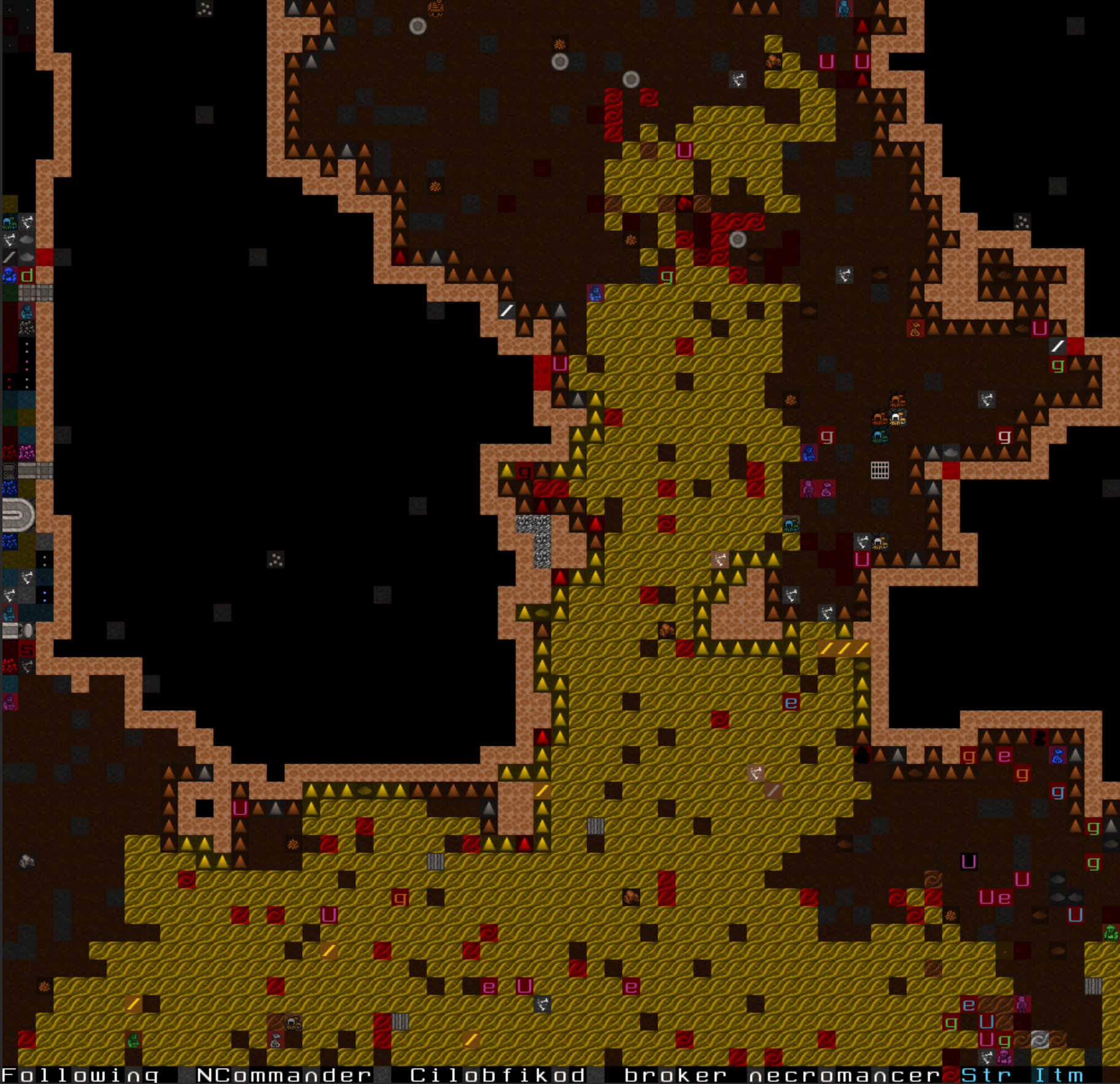
There are many who have condemned me as a Heresiarch and a madman for my decision to share the secrets of the black arts with the dwarves of Nashonshash, chief among them being my own people. But when I announced my discovery before the fortress, and stated my support for making use of this power, there were very few objections. For, in spite of all our efforts, the fortress was still teetering on the edge of the abyss. All it would take would be one tiny slip up, and the efforts of the year would be undone. NCommander was the first to read the book after myself.

**``NCommander' Cilobfikod, broker necromancer`**

Contrary to what the stories say, practicing the black arts does not induce any immediate changes to one's appearance; he did not become a pale and sallow corpse as is the typical depiction of a necromancer; armed with the knowledge and power of life and death, NCommander was still the same person as always. But he was now capable of things well beyond a mortal dwarf. The most important part being the fact that he was now able to venture outside the safety of the fortress without being attacked, which he demonstrated by casually retrieving a barrel of dwarven ale from the surface. While we locked the door behind him to be sure nothing would wander in, it was only a few minutes before he returned, knocking on the door and questioning our manhood for locking him out. This feat was enough to convince the handful of dwarves with doubts about using the black arts, and soon enough practically the whole of the fortress had gained the same insight as NCommander. With perhaps a dozen dwarves schooled in necromancy, the time was right to begin taking back the fortress.

[Spoiler](#) (click to show/hide)





NCommander dug out a makeshift storeroom just below the surface, and dug a staircase leading upwards behind a sturdy door. With a second door preventing reentry into the fortress, we began the process of recovering the countless discarded riches lying around on the surface. While this process was ongoing, the rest of us were hard at work preparing living space for the new additions to the fortress. Many more trees were felled that month, but by that point, I found myself numb to what once would've been viewed as a necessary evil at best. There was a great deal of administrative work involved in this process, and I spent many evenings shut away in my study checking and rechecking stockpile records, though I was able to dedicate nearly as much time to honing my skills at smithing. The recovery of a number of steel arms and armor was of particular use, and it was not long before Spish was fitted with a full suit of steel armor. Ill fitting and low quality equipment was melted down, and its material salvaged for later use. With my time between meals largely devoted to smithing and administrative work, the fortress was quickly overflowing with extra weapons. In the interest of ensuring the safety of the fortress in the event of a breach, I announced the organization of a citizen's militia; excluding those in professions which require bulky tools as a matter of course, all members of the fortress not in the regular military—myself included—would henceforth be organized into emergency squads of ten for use in the event of a breach of the lower fortress, and would for self defense each carry a weapon and shield if able to do so, with the appointed leaders of militia squads recieving full suits of armor if the fortress stocks permitted.

SQUADS/LEADERS	SQUAD POSITIONS
captain of the guard	
The Night Guard	
Citizen's Militia 1	
Citizen's Militia 2	
Citizen's Militia 3	
militia captain	
The Distant Lancers	

Excerpts from Collected Logs of the year 303 by Iyathi "Archereon" Awemedinade:

*7th Galena, year 303:* In parallel with the work on the surface, I have begun a number of projects; firstly, the sealing of the breach into the lower caverns we made near the beginning of the year in order to acquire wood. The entrance is now fortified with a gate and several cage traps. This was prompted by the intrusion of a troll into the lower fortress, which was swiftly put down by Spish, and was subsequently reanimated by the energies permeating these lands which required it to be re-killed several times before it stirred no more. Thanks to his sturdy armor, Spish was completely unharmed beyond some superficial bruising.

[Spoiler](#) (click to show/hide)





Another project is the digging of a shaft going from the uppermost layer of the fortress beneath the aquifer down to magma. This shall serve both as a chute for disposal of our own dead in a dignified manner—cremation by magma being quite a common funerary practice among deep dwarves—but also for the disposal of corpses which refuse to remain still, as well as general refuse.

[Spoiler](#) (click to show/hide)



As part of the continuing effort to move the fortress down to the depths, I have also begun the construction of a new farming area, down much closer to the depths. The flooding of the lower fortress provides an easy point of access for irrigation. It should be noted that, as necromancers require no food or drink to survive, farming is not nearly as urgent a task as it once was. However, for the sake of the denizens of the fortress who have not or are unable to make use of the secrets of life and death, it is important that we maintain at least some agriculture.

[Spoiler](#) (click to show/hide)





*21st Galena, year 303:* Work on the surface is proceeding slowly but surely. On several occassions, the dwarves working on the surface have been forced to run for cover by the arrival of the accursed mist, and while none of them have been caught in the clouds thus far, work on the surface is not without its risk, even for necromancers. Meanwhile, down in the depths, we have turned to another source of power oftentimes regarded as taboo: adamantine. Ironically, there was considerably more resistance to my order to begin excavating one of the veins of adamantine which punctured the lower caverns; countless fortresses have fallen, the dwarves say, through such hubris. After slicing clean through a boulder using a sword forged from the priceless metal, most of the dissenting voices went silent. As a precaution, I have placed a hatch cover above the path leading down into the heart of the vein. It took only a short time to completely excavate the uppermost layer of adamantine, and now, several of the citizens are hard at work separating the pale blue metallic fibers from the surrounding rock. The top layer of the vein is incredibly rich with adamantine, and it will be many months before we need to dig any further. As Summer draws to a close, I have begun drawing up plans for a new professional military.

[Spoiler](#) (click to show/hide)



Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **June 17, 2016, 09:39:35 pm**

"No! I must kill the undead" he shouted  
The book said "No, John. You are the undead"  
And then Archereon was a necromancer.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Taupe** on **June 17, 2016, 09:55:16 pm**

Quote from: TheFlame52 on June 17, 2016, 09:39:35 pm

"No! I must kill the undead" he shouted  
The book said "No, John. You are the undead"  
And then Archereon was a necromancer.

I so loled.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 17, 2016, 10:47:01 pm**

Quote from: TheFlame52 on June 17, 2016, 09:39:35 pm

"No! I must kill the undead" he shouted  
The book said "No, John. You are the undead"  
And then Archereon was a necromancer.

"What was that Nietzsche said? 'He who fights drummers should see to it that in the process he does not himself become a drummer'? Or was it monsters?"

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **June 18, 2016, 04:06:00 am**

With most of the fortress non-drinking, non-eating, non-sleeping, the question of a grand project in the future rears itself.

1) Just because you don't *need* to have a dining hall doesn't mean you don't want a fabulous tavern/library/temple for visitors/necromancers-to-be. Additionally, it might be necessary to get dwarves to drink, lest they become shambling reanimators?

2) Husking fog is terribly annoying. Roofing over initially select pathways, then the entire surface should help mitigate it.

Btw, for surface item reclamation, you can just lay something pointless like coins stockpile on them and then dig a ramp underneath; the item will prop down without your dwarf ever having to visit the z-level above. (Could have done this with the anvil too, but I digress.)

3) A graveyard to all living beings. When the gates to hell are breached, they can be raised (assuming there is spot of map where dead do not jollily get up), wail ineffectually, die, and be raised again from behind a fortification + window!

Backup plan would be necessary, as Spish VS troll demonstrates. Maybe adding husking fog would help....

....Bloodyhells, a flying demon husk army would be incredible superweapon.

4) Going back to it's roots, syndrome weaponry would be fitting, and there's ocean for "easy" flooding of the surface. Does the nefarious fog husk clouds leave coatings on ammo piles?

Alternatively, getting rid of all the water on map would be pretty significant if difficult "screw Aluonra" to the world - easiest accomplished by flooding the world with magma.

Anyway, nice progress Archereon. How many citizens are still under your command and able at this point?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **June 18, 2016, 08:43:07 am**

Quote from: [Fleeting Frames](#) on June 18, 2016, 04:06:00 am

With most of the fortress non-drinking, non-eating, non-sleeping, the question of a grand project in the future rears itself.

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....Bloodyhells, a flying demon husk army would be incredible superweapon.

4) Going back to it's roots, syndrome weaponry would be fitting, and there's ocean for "easy" flooding of the surface. Does the nefarious fog husk clouds leave coatings on ammo piles?

Alternatively, getting rid of all the water on map would be pretty significant if difficult "screw Aluonra" to the world - easiest accomplished by flooding the world with magma.

Anyway, nice progress Archereon. How many citizens are still under your command and able at this point?

1. I think we should have all those things. A library so more can read The Book (and so more copies can be made), a temple because dwarves will still want to worship, a tavern because necromancers will still order drinks.
2. If everyone is necromancers, the trouble will still be that those caught in the fog will be lost to us. Even if they don't attack. Sounds like a plan.
3. Also sounds like a plan. The area under the ocean doesn't reanimate, I think. Backup plan would probably be to cage as many undead as possible to release in an attack.
4. No it doesn't, it's fog.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 18, 2016, 08:44:11 am**

Quote from: [Fleeting Frames](#) on June 18, 2016, 04:06:00 am

With most of the fortress non-drinking, non-eating, non-sleeping, the question of a grand project in the future rears itself.

1) Just because you don't *need* to have a dining hall doesn't mean you don't want a fabulous tavern/library/temple for visitors/necromancers-to-be. Additionally, it might be necessary to get dwarves to drink, lest they become shambling reanimators?

2) Husking fog is terribly annoying. Roofing over initially select pathways, then the entire surface should help mitigate it.

Btw, for surface item reclamation, you can just lay something pointless like coins stockpile on them and then dig a ramp underneath; the item will prop down without your dwarf ever having to visit the z-level above. (Could have done this with the anvil too, but I digress.)

3) A graveyard to all living beings. When the gates to hell are breached, they can be raised (assuming there is spot of map where dead do not jollily get up), wail ineffectually, die, and be raised again from behind a fortification + window!

Backup plan would be necessary, as Spish VS troll demonstrates. Maybe adding husking fog would help....

....Bloodyhells, a flying demon husk army would be incredible superweapon.

4) Going back to it's roots, syndrome weaponry would be fitting, and there's ocean for "easy" flooding of the surface. Does the nefarious fog husk clouds leave coatings on ammo piles?

Alternatively, getting rid of all the water on map would be pretty significant if difficult "screw Aluonra" to the world - easiest accomplished by flooding the world with magma.

Anyway, nice progress Archereon. How many citizens are still under your command and able at this point?

13 out of 13: I've been fairly careful about husking clouds.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **June 18, 2016, 11:28:39 am**

I want to think that my dwarf was looking for some reading material for the toilet, and inadvertently found the secrets of life and death.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Imic** on **June 18, 2016, 12:13:52 pm**

since necromancers, could i be dorfed as imic, necroer of threads

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 18, 2016, 12:37:27 pm**

Quote from: [NCommander](#) on June 18, 2016, 11:28:39 am

I want to think that my dwarf was looking for some reading material for the toilet, and inadvertently found the secrets of life and death.

Implying that dwarves need to use the toilet.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Imic** on **June 21, 2016, 08:05:53 am**

Bump.  
Loolooloolooloolootoiletloolooloolooloolooloo



Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **June 21, 2016, 12:47:27 pm**

Not sure how I feel about us obtaining the secrets of life and death through retirement shenanigans. But it is what it is.

Yo Archie, the clock is tickin. I'll give you till the 24th.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 21, 2016, 04:19:41 pm**

Quote from: Spish on June 21, 2016, 12:47:27 pm  
Not sure how I feel about us obtaining the secrets of life and death through retirement shenanigans, but it is what it is.  
Yo Archie, the clock is tickin. I'll give you till the 24th.

I've already finished the year, I just need to get sufficiently motivated to do the write up, I'll go ahead and do that tonight, the rest of the year is comparatively uneventful relative to the beginning, up until the very end of winter.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **June 22, 2016, 02:24:48 am**

Quote from: Spish on June 21, 2016, 12:47:27 pm  
Not sure how I feel about us obtaining the secrets of life and death through retirement shenanigans, especially this early on. But it is what it is.

To be fair, this **is** a Battlefailed fort. Given the history of body surfing, demonic possessions, God voodoo, one could argue we've long had the secrets of life and death. The difference is now we have them in easy-to-understand slab form.

That being said, I didn't see the fort being retired, just that the slab showed up.

Quote from: Archereon on June 18, 2016, 12:37:27 pm  
Implying that dwarves need to use the toliet.

I dunno, they live there. We read about it. Some of the shit I've read in these threads may require new pants.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **June 22, 2016, 07:09:35 am**

Archeron retired the fort and then unretired it, then heard that Spish kinda *likes* zombies two hours in (link (http://www.bay12forums.com/smf/index.php?topic=157724.msg7038887#msg7038887)), [but not quite enough to replay 2 hours]. I guess Spish will dial zombie production to max on his turn, though :p

I personally like how Battlefailed takes all kinds of ruthless overseers, though :)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **June 22, 2016, 03:08:38 pm**

Nah. I like *killing* zombies, you see. And I can't very well be doing that if we go and make friends with all of them.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **June 22, 2016, 04:40:42 pm**

Well, the caravan guards might see the zombies and attack them. And then zombies and necromancers will help out their friend zombies and kill them back. And then we might get loyalty cascade and disloyal zombies again, so your dream may still be fulfilled!

delicious fruit of knowledge tho

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **June 22, 2016, 05:13:43 pm**

Quote from: Spish on June 22, 2016, 03:08:38 pm  
Nah. I like *killing* zombies, you see. And I can't very well be doing that if we go and make friends with all of them.

What's a little dismemberment between friends?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 23, 2016, 11:13:34 pm**

Okay, I'm going to post the rest of the year followed by the save after I get home from work ~~tomorrow~~ today (Jesus Christ it's late). Stay tuned.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 24, 2016, 05:38:24 pm**

## Fall 303

Excerpts from Collected Logs of the year 303 by Iyathi "Archereon" Awemedinade:

*30th Timber, 303:* It occurs to me now that I have severely neglected entries in my personal diaries as of late, though I believe it was for a good cause. For the past few months, the fortress has been abuzz with activity. At all hours, the sound of filing, digging, and hammers beating metal can be heard. Work on the garbage shaft has been halted in the interest of time, as every able bodied citizen of the fortress is needed for the current task, namely the time consuming work of extracting the strands of adamantine metal from the surrounding rock. Even now the work proceeds, and as many of the citizens have taken up the black arts, they are capable of working tirelessly, so production has gone faster than I could have ever hoped. I have been hard at work preparing armor for the new militia, and with the arrival of additional migrants who had the good sense to come from the southeast, we now have a total of 20 citizens, plus a handful of adventurers and a poetry troupe who wandered in from outside. While the Fortress is quickly becoming known as a place of all consuming death and madness, there are also whispers of incalculable wealth for the taking for those strong enough to survive the journey. Having recently seen the desiccated skeleton of some luckless adventurer wearing a backpack filled to the brim with diamonds

and jewelry abandoned by merchants while on a foray to the surface to greet the newcomers, I have concluded that both stories are equally true; death and glory are the two pillars of society in Nashonshash.

Incidentally, the newcomers are as follows:

- Zuglarkun's older sister Imic Udilgeshud, a stoneworker. Somehow, even before entering the fortress, she knew about our discovery and demanded to see the tome. I am not sure whether to be impressed or alarmed.
- Asen "The Error" Limulast, a venerable dwarf who is more than 140 years old, making him the second oldest citizen of the fortress after myself. I am unsure what skills he possesses, if any, but this man's mind has clearly long since succumbed to the rigors of old age, or so it would seem. The others mock him as a 'crazy old man', but I am unsure whether or not his senility is entirely genuine.
- Kogan "Gwolski" Olintathat the Brewer. Supposedly 'second of his name' as (seemingly self proclaimed) Baron of a settlement called fluffyshires, which I am fairly certain does not actually exist.
- Senshuken, a cousin of Imic and Zuglarkun's, and a seasoned soldier. Her skill with a mace will come of use in the days to come.
- Zutthan "Crashmaster" Melbilrigoth, supposedly a mechanic and a farmer. The skepticism comes from the fact that he is Gwolski's father.
- Onol "Taupe" Kogantagak, a fisherdwarf. There is very little to say about him, but he has been fairly reluctant to read the necromancy tome, so perhaps he is a better man than I.
- Ingish "Clover Magic" Shegetuzol, another fishery worker. His nick name reminds me of home. Given I was very nearly executed for displaying a modicum of common sense there, I do not enjoy that memories that association brings forth.
- Lebo Cattenkashez, a hammerdwarf.

As for the visitors, there is a goblin who has offered us his service as a mercenary. Given we are reasonably far away from the Goblin homelands, I do not believe there to be any risk in taking him up on his offer. His name is Cikul Dagoti, though he goes by the *nom de guerre* of "SpeciesUnkn0wn". There is also a visiting troupe of poets known as the Prim Lute, who, if their story is to believed, got lost on the way to the dwarven capital. The citizens of the fortress seem to like their act however, so for now, they may stay at Nashonshash. Given the alternative would be almost certain death beyond the confines of the fortress, they needed no persuasion to stay.

With more warm bodies comes faster work, and we've begun laying traps in an effort to capture several of the most dangerous of the undead stalking the halls of the upper fortress. We have successfully caged two of the fog husks, a human and a goblin. The hideous stench is no worse with the creature trapped in a cage, and we dare not try to finish it off for fear of it breaking free, so for now they are stored near the unfinished disposal shaft. Our traps down in the caverns have additionally caught something, and it is far past time that I check what is is, so I shall conclude this entry to attend to that business.

30th Timber, 303 II: This is fantastic.



Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Gwolski** on **June 24, 2016, 05:49:11 pm**

oh, nice

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **June 24, 2016, 06:08:25 pm**

I claim it as my war cave dragon. The best part is if it dies, I can resurrect it!.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 24, 2016, 06:11:13 pm**

Quote from: NCommander on June 24, 2016, 06:08:25 pm

I claim it as my war cave dragon. The best part is if it dies, I can resurrect it!.

Spoiler Alert: It was war trained and assigned to Spish since he's militia commander. As I said, the year is already finished.

I'm working on the final update now, I'll post it with the save some time tomorrow; I want to make it something special, so I'm going to take my time if that's alright.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **June 24, 2016, 11:40:29 pm**

A mercenary, huh?

....

He's going to become Bloodyhell's triple-immortal servant u.u°

I hope the necromancers are drinking?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **DoritioMaster** on **June 25, 2016, 02:52:51 pm**

So I just finished HorrorFailed today, and I was surprised to find this ongoing!  
Thus, I must request a dwarf and a turn.  
Dwarf - Dorito, any profession, "Fail Priest"

Now to catch up on 23 pages...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Taupe** on **June 25, 2016, 03:52:25 pm**

Quote from: DoritioMaster on June 25, 2016, 02:52:51 pm

So I just finished HorrorFailed today, and I was surprised to find this ongoing!  
Thus, I must request a dwarf and a turn.  
Dwarf - Dorito, any profession, "Fail Priest"

Now to catch up on 23 pages...

TLDR: Shit is going down, nobody is sure what's going on exactly. Evil evil EVIL!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Senshuken** on **June 26, 2016, 10:54:36 am**

Since the fortress now has a large Necromancer population, does that mean that other Necromancer settlements are friendly with us now or are they going to fight us over the corpses that are piling up on our doorstep?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **June 27, 2016, 04:43:46 am**

Quote from: Senshuken on June 26, 2016, 10:54:36 am

Since the fortress now has a large Necromancer population, does that mean that other Necromancer settlements are friendly with us now or are they going to fight us over the corpses that are piling up on our doorstep?

Necromaners still have to eat/drink. I've also seen guest goblins drink I believe, though I don't tend to watch them closely. Now we just need a vampire so we can have vampire necromancers. Or a relatively safe werebeast transformation.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **June 27, 2016, 04:47:21 pm**

You're pushin' your luck Archie. Though it does give Eric more time to get caught up...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 27, 2016, 11:36:13 pm**

Quote from: Spish on June 27, 2016, 04:47:21 pm

You're pushin' your luck Archie. Though it does give Eric more time to get caught up...

Uh yeah, if it comes down to it, I'll upload the save and write the full update later. For posterity, the tl;dr of what happened in winter was as follows: We war trained the cave dragon, had the militia train for a while while everyone else worked on harvesting adamantine, made some addy swords and silver maces and whatnot, lured some of the husks into cage traps, then sent in the militia to mop up the upper fortress. We lost one of the dwarves, Lebo, who bled out while being moved to the hospital. The war dragon is pretty tough, but I'd strongly advise against using it in outright combat if you can avoid it. The cave dragon is assigned to Spish by the way, and while there were militia necromancers, there didn't seem to be any loyalty issues; they attacked their own undead as soon as they turned on their living allies.

My successor should probably do the following:

- Set up enough taverns to keep the necrodwarves drinking and brew some alcohol. Quick tip: since necromancers neither sleep nor eat, you can just burrow them in the general area of their work place plus relevant stockpiles and they'll work pretty much continuously; the lack of downtime meant I was extremely productive near the end of the year, though dwarves are starting to slow down from alcohol withdrawal, so we might want to let up on that.

- Keep non-necromancer immortals (ie Archereon, SpeciesUnkn0wn, and the random poets who showed up) burrowed in the lower fortress unless you manage to get a vampire. (note that if you don't want vampires draining children, you'll need to use clever burrow management.

- Note that, aside from the professional milititary (who should probably be 100% necromancer/vampire), I've put every member of the fortress who is not in a uniformed profession (ie not miners or woodcutters) into "citizen's militia" squads, so that everyone is at least carrying a weapon and, if possible, some armor/a shield.

- Come up for a plan for what to do when someone inevitably digs to deep and wakes up the circus. IIRC the top tlayer of adamantine veins are always safe to mine, but we should probably not go deeper than that except in places where its safe to dig due to there being no space for the hollow segment.

- There's a forgotten beast in the caverns; doesn't seem particularly dangerous, but I was preoccupied.

- Make sure all the entrances are properly accounted for.

- Devise a means for migrants and traders to safely enter the fortress; we have 19 citizens plus like 8 visitors or something thanks to a giant poetry troupe showing up alongside the Fall migrant wave.

- In the spirit of fortresses of yore, when it becomes feasible to embark on a megaproject, we should build a magma cannon that floods the surface (and probably also the caverns for good measure), because we arguably have more need of such a device right now than the original boatmurdered ever did.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **June 28, 2016, 01:54:41 am**

War training someone you're not sure you can keep trained....What happens if it goes wild?  
Well, can't be worse than pitting necromantic half of citizens against non-necromantic half, can it? n.n°

Ah, DF !!science!! projects....

Iirc swords are general-purpose weapons with 2 slash and 2 blunt attacks, but I see occasionally people building squads of them with specific squads present. Is it because of thematics, previous skill in the weapon or something I'm missing here?

Necromancer military acts a bit differently, hm. Not much need to worry about getting tired \*gestures\*, so optimizing them for initial/single target takedown seems like an untested idea.

As for taverns, I guess the main tricky thing would be to ensure that some are not overfilled while others go dry; perhaps using two-necro burrows/overlapping taverns to cater to each other - could also encourage marriages :)

Micromanagement heavy to set up, however.

As for the top layer of adamantine veins, I've certainly seen ones that are just 1 thick - so digging first up/down stair would release the hounds of hell. "Protecting" against mishaps is pretty trivial though with necromancers not needing to eat or drink to live, if one thinks Battlefailed could possibly die to some clowns.



Safe ways to enter the fortress....You mean, besides the airlock design sanctume set up?

Could also put a minecart to jump through a wall or fortification on the surface if they are unmanned, though a kea would probably steal it. Alternatively, two pressure plates followed by drophole of retracting bridge/hatch combo, second plate set to trigger on citizens, with meeting zone on second bridge. If quick-response trapavoid trap is desired, putting a nested bouncing minecart into only way in could work (dwarves get bonus to dodging carts, so they'll probably survive or explode).

Can't comment on FTW; have not tried it myself beyond accidental punctures for cavern flooding. Surface trenches to dodge into might work at smaller FPS cost, but it might be tricky to dig them without seeing the undead on surface....hold on, aren't we a submerged necromancer tower? I'm not sure flooding the world is really necessary for casualty-free ridding of undead.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spriggans** on **June 28, 2016, 01:55:10 am**

I haven't had time to read all the crazyness that happened in this fort.

I probably should do so, because I've read pretty words like **necromancers**, **immortal beings**, **cave dragons** and **Death**.  
If I get it, there are two forts in one ?

Could someone make a tl;dr of the current fort ? :P

Looking forward for my turn. If you guys don't fløød fuck the world before.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 28, 2016, 12:13:37 pm**

Quote from: **Fleeting Frames** on **June 28, 2016, 01:54:41 am**

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Well, can't be worse than pitting necromantic half of citizens against non-necromantic half, can it? n.nº

Ah, DF !!science!! projects....

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Necromancer military acts a bit differently, hm. Not much need to worry about getting tired \*gestures\*, so optimizing them for initial/single target takedown seems like an untested idea.

As for taverns, I guess the main tricky thing would be to ensure that some are not overfilled while others go dry; perhaps using two-necro burrows/overlapping taverns to cater to each other - could also encourage marriages :)

Micromanagement heavy to set up, however.

As for the top layer of adamantine veins, I've certainly seen ones that are just 1 thick - so digging first up/down stair would release the hounds of hell. "Protecting" against mishaps is pretty trivial though with necromancers not needing to eat or drink to live, if one thinks Battlefailed could possibly die to some clowns.

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Can't comment on FTW; have not tried it myself beyond accidental punctures for cavern flooding. Surface trenches to dodge into might work at smaller FPS cost, but it might be tricky to dig them without seeing the undead on surface....hold on, aren't we a submerged necromancer tower? I'm not sure flooding the world is really necessary for casualty-free ridding of undead.

Necromancers do get tired though; they don't need to sleep, but they do need to breathe, and will run out of breath. As far as the dragon goes, I think it should be fine; one of the migrants (the Crazy Old man of all people IIRC) was a high level animal trainer.

As for the swords, well firstly, I like swords, and secondly, I went with a mix of swords and maces. The reason for swords was because, if a macedwarf gets knocked out, there's still at least a chance a swordsdwarf will pulp the unread who can't be killed otherwise with a blunt attack. Note that, given the population of the fortress is currently quite small, we only have 5 full time militia dwarves. The citizen's militia has no standing orders for training and whatnot, it's mainly just to get everyone to carry weapons, and I'd strongly advise against trying to use them for anything beyond a last ditch defensive effort.

In my own limited time playing, there really wasn't much of a problem mixing necromancer citizens and non-necromancer citizens. Unlike invading necromancers, necro-citizens won't raise corpses unless they're being attacked, which means they can co-mingle with non-necromancers in safe areas of the fortress without any issues. Non-necromancers should, of course, not be allowed to leave safe areas.  
\\

Quote from: **Spriggans** on **June 28, 2016, 01:55:10 am**

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I probably should do so, because I've read pretty words like **necromancers**, **immortal beings**, **cave dragons** and **Death**.  
If I get it, there are two forts in one ?

Could someone make a tl;dr of the current fort ? :P

Looking forward for my turn. If you guys don't fløød fuck the world before.

We have 19 living citizens, and some long term visitors in the fortress. We got a book of life and death which lets us make citizens into necromancers, and the immortal beings I'm talking about are elves and goblins, neither of whom have a maxage, meaning they can't become necromancers. There isn't two fortresses in one, but non-necromancers are supposed to remain in the secure area of the fortress, which now comprises the entire interior area.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **June 28, 2016, 02:19:33 pm**

I say axes instead of swords. I like swords, mind you, but stabbing doesn't do shit against undead and axes are better at hacking/slashing than swords.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **June 28, 2016, 02:55:07 pm**

I'd personally like picks for squishy killing, myself, but my turn is a while away and Archereon does have valid points in how he finds swords cool :p (reason enough for current overseer, for change - see next overseer(there is always change))

I meant more that before a necromancer gets tired he has his new minions take over the fighting, so no fear of overexertion.

Does the fortress have any morningstars for macedwarves?

As for the citizens' milita, I take it you outfitted them with maces, given the map?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **June 29, 2016, 03:00:49 am**

I'm not clear on if the raws have been modded with custom necromancers, but in vanilla necromancers appear to have the NOEXERT tag, which would mean any concerns over them needing a breather are moot.

Still havent had time to actually read any of this except this last page, but that just means more fun.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spriggans** on **June 29, 2016, 03:44:40 am**

Last time I tried playing a necromancer in fort mode, there was a bug that made undeads attack the necro who raised them...

Is it still in ? Have you succesfully raised deads in this fort yet ?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 29, 2016, 05:29:49 am**

Quote from: Eric Blank on June 29, 2016, 03:00:49 am  
I'm not clear on if the raws have been modded with custom necromancers, but in vanilla necromancers appear to have the NOEXERT tag, which would mean any concerns over them needing a breather are moot.  
Still havent had time to actually read any of this except this last page, but that just means more fun.

The wiki says necromancers need to breathe, and several tags are broken in the current update; i.e. they actually do gain attributes and skills currently despite necromancy bring meant to remove those tags.

Now that your here, I'll upload the save.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **June 29, 2016, 06:22:11 am**

....You could have PMed him, you know :p

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **June 29, 2016, 12:30:40 pm**

Yeah I can't go 6 hours without my dorf fix id get the message pretty fast. :P

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 29, 2016, 12:57:28 pm**

Quote from: Eric Blank on June 29, 2016, 12:30:40 pm  
Yeah I can't go 6 hours without my dorf fix id get the message pretty fast. :P

There's a few unnamed dwarves and some random legend poets I could dorf you as before I send in the save if you're interested.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **June 29, 2016, 11:24:30 pm**

Or he could just choose the dorf himself? I don't see the point in doing it at the very end.

Just upload the save, you've had long enough.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **June 30, 2016, 07:51:49 am**

Quote from: Archereon on June 29, 2016, 12:57:28 pm  
There's a few unnamed dwarves and some random legend poets I could dorf you as before I send in the save if you're interested.

A legendary poet? I suppose if you tried to compose a poem about Bloodyhells, you'd either go mad, or become a legend ...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **June 30, 2016, 11:17:29 am**

Quote from: NCommander on June 30, 2016, 07:51:49 am  
Quote from: Archereon on June 29, 2016, 12:57:28 pm  
There's a few unnamed dwarves and some random legend poets I could dorf you as before I send in the save if you're interested.  
A legendary poet? I suppose if you tried to compose a poem about Bloodyhells, you'd either go mad, or become a legend ...

Not legendary, that was a typo. What I meant was "random elven poets and I think one goblin"; presumably they'll eventually petition for citizenship. I hope.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **July 01, 2016, 04:50:12 pm**

Okay, the SAVE (<http://dffd.bay12games.com/file.php?id=12208>) is here, have !!FUN!!, sorry for being tardy, I was working a lot this week.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **July 02, 2016, 01:05:58 am**

Well, *I* don't give a shit. I've been working too, full time job, so not a lot of free time. See how far I can get on this in my timeframe.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **July 02, 2016, 09:29:16 am**

Quote from: Eric Blank on July 02, 2016, 01:05:58 am

Well, I don't give a shit. I've been working too, full time job, so not a lot of free time. See how far I can get on this in my timeframe.

Good luck.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **July 02, 2016, 10:21:55 pm**

Alright, this place is really pretty nuts. I can't make heads or tails of it to be honest, it looks like the first building-destroyer to appear on the surface will have a straight shot at more than one hatch cover that's accessible from ground level, and thereby a straight shot into the fort. There's nothing I can really do except wall off the halls connected to these hatch covers, and it looks like someone already designated one, but the wall was never actually built.

Also, one of those husks on the surface, Bilalo Blazeskin the Obeisant Excavation, an elf miner, has 41 kills associated with a book he's holding in his hands, titled *Systems and The Boulders*.

This is nuts.

I have chosen the eldest male elf, Cacame Vadanealala, a visiting poet, as my "dwarf." The only unclaimed *dwarf* is a five year old girl.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **July 02, 2016, 10:55:18 pm**

I recognize all those words! Your name is Pelt Dunegrove.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **July 02, 2016, 11:07:13 pm**

So it makes absolutely no sense. Perfect! :D

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **July 02, 2016, 11:33:52 pm**

Quote from: TheFlame52 on July 02, 2016, 10:55:18 pm

I recognize all those words! Your name is Pelt Dunegrove.

You've been playing Dwarf Fortress for too long when you can read elven.

Quote from: Eric Blank on July 02, 2016, 10:21:55 pm

Alright, this place is really pretty nuts. I can't make heads or tails of it to be honest, it looks like the first building-destroyer to appear on the surface will have a straight shot at more than one hatch cover that's accessible from ground level, and thereby a straight shot into the fort. There's nothing I can really do except wall off the halls connected to these hatch covers, and it looks like someone already designated one, but the wall was never actually built.

Thus continues the fine architectural traditions Battlefailed forts are known for.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **July 02, 2016, 11:44:28 pm**

Quote from: NCommander on July 02, 2016, 11:33:52 pm

Quote from: TheFlame52 on July 02, 2016, 10:55:18 pm

I recognize all those words! Your name is Pelt Dunegrove.

You've been playing Dwarf Fortress for too long when you can read elven.

I'm making a tabletop game based on Dwarf Fortress called The Land of Omen. Alala the Lion is the name of one of the elven forces. Vadane is my favorite elven name, I just like how it sounds. Cacame is obvious. You just happened to have three of the sixish elvish words I know by heart in your name. I should go to bed.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **July 03, 2016, 01:34:26 am**

Quote from: Eric Blank on July 02, 2016, 10:21:55 pm

The only unclaimed *dwarf* is a five year old girl.

Hey, you should always have one as an advisor!

Though I believe we've already done the "child goes around suggesting to adults what to do" in previous forts.

Quote from: Eric Blank on July 02, 2016, 10:21:55 pm

it looks like the first building-destroyer to appear on the surface will have a straight shot at more than one hatch cover that's accessible from ground level, and thereby a straight shot into the fort.

This is correct. Actually, when I checked it before Archereon's turn they were unforbidden as well, so all the undead also had a path.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **July 03, 2016, 11:31:00 am**

Quote from: Fleeting Frames on July 03, 2016, 01:34:26 am

Quote from: Eric Blank on July 02, 2016, 10:21:55 pm

The only unclaimed *dwarf* is a five year old girl.

Hey, you should always have one as an advisor!

Though I believe we've already done the "child goes around suggesting to adults what to do" in previous forts.

Quote from: Eric Blank on July 02, 2016, 10:21:55 pm

it looks like the first building-destroyer to appear on the surface will have a straight shot at more than one hatch cover that's accessible from ground level, and thereby a straight shot into the fort.

This is correct. Actually, when I checked it before Archereon's turn they were unforbidden as well, so all the undead also had a path.

I'm fairly certain that the paths into the fortress that could be broken by a building destroyer were made by me.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **July 03, 2016, 02:23:31 pm**

That just means they have more than 3 paths.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Taupe** on **July 03, 2016, 05:04:57 pm**

Quote from: Fleeting Frames on July 03, 2016, 01:34:26 am





Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **July 06, 2016, 10:51:43 am**

Quote from: Eric Blank on July 05, 2016, 08:17:34 pm  
We actually have no alcohol at the moment. The non-necromancers are drinking water, unfortunately. Working on that...

Year 304, Spring: I am unsure whether the good Poet who was somehow elected overseer (a long story in and of itself) has a death wish, but there are few places more perilous than standing between a dwarf and their liquour. Not that any of them strictly need to drink anymore, but a rather dark mood had hung over the fortress ever since it was announced that the wine stores had run dry...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **July 06, 2016, 08:13:13 pm**

...Need I point out that the wine stores would never have run out if the previous overseers had bothered to brew enough alcohol to keep up with demand?

When I started I actually noticed in the stocks screen that we had only 20-40 drinks and checked to make sure someone was working on that... And indeed they were, so I left them to it. Six months later, there's nothing. Wed been bled dry and the brewer had given up work on it for some unknown reason. I only noticed because I got an announcement saying someone couldn't give another water because there was no water source. A lot of such announcements.

Also, I found a room full of one expansive pool of various sorts of booze. A variable booze lake. None of it was in barrels, just spilled on the floor, and thus dwarves couldn't use it. I'm guessing that was the premier booze stockpile and it just felt like not existing anymore or something.

Agriculturally were in a tough spot indeed; we don't have enough dwarves working the fields, brewery, kitchens, and were out of seeds. I got some from the dwarven caravan now, actually. Years mostly up and I'm just trying to prevent the fort from flopping on its face because most basic services aren't set up properly or so far apart getting items from stockpile to workshop to stockpile takes a friggin week.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **July 07, 2016, 09:17:32 am**

Yeah, a big part of my turn was an effort to consolidate the fortress down to the lower depths, farming included. Unfortunately I was only about a quarter of the way done when my turn ended.

Sounds like you're doing a great job as overseer btw, getting a caravan in bodes extremely well for the future of the fortress, relatively speaking.

It's still a madhouse run by madmen, but it's a madhouse filled to the brim with priceless treasures for the taking for those who are sufficiently bold, desperate, or insane to come here.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **July 07, 2016, 01:32:43 pm**

Eh....with trade and migrants and interesting library it sounds like a pleasant place to live actually. Terrible weather, though.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **July 07, 2016, 07:57:47 pm**

Quote from: Fleeting Frames on July 07, 2016, 01:32:43 pm  
Eh....with trade and migrants and interesting library it sounds like a pleasant place to live actually. Terrible weather, though.

Considering you need to cross through the Suicidal hills to reach Bloodyhells, my point still stands.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **July 08, 2016, 08:00:33 am**

Bring an umbrella?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **July 09, 2016, 01:07:46 am**

And travel with friends. Well armed friends.

Not much news lately, mostly just working out food stockpiles and a second brewery. Booze stocks are up now, plant stocks okay. I learned that visitors turned husk retain their knowledge of traps, as well. A goblin elite crossbowman got husked and wandered all the way to the very last cage trap before being caught. Presumably that was the only one not built when the rumors he had heard got to him.

A third wave of migrants also arrived, as did a second and third forgotten beast. Both the first and second forgotten beasts have died and become zombies. The third, a fire breathing weasel with large mandibles, is still alive in cavern layer three (thus preventing me from recovering the cages full of wild rutherers in the weird spiral stairway thing) it also completely destroyed the antman colony down there.

In other bad news, because of these forgotten beasts rampaging through the caverns, there is now an ever-expanding horde of zombie crundles terrorizing the living. Mostly the living crundles, but there are also cave crocs and giant olms among their ranks.

Niner is the only one of the militia that hasn't become a necromancer. Quite a few of the migrants have, though.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **speciesunknOwn** on **July 09, 2016, 08:43:51 pm**

\*Falls to the floor on his knees\* I'm...dead...? NNNOOOOOOOOOOOOOOOOOOOOOOO!!!!

Redorfplz

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **July 09, 2016, 10:42:41 pm**

Done.

I also was having trouble actually reading the dorfing list, so I haphazardly slapped every name in bold on a migrant. There are a handful left over.

However, we have more nonsensical problems; some animal hairs and skins have become animated. I sent the militia to clean them up figuring it'd be fine, but no. Neither the militia nor zombified hairs and skins can harm one another. Since they're all necromancers and zombies he battle goes on unending with nobody growing tired.

I guess they're technically picking up valuable experience but there are civilians jumping into the fray now and if the militia is tied up playing with imaginary friends who can I summon to actually defend the fort?

This may be how bloodyhells dies.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **July 09, 2016, 10:52:57 pm**

Threat of unkillable undead hair was discussed in DFMD. Well, there are non-military ways to kill things - but if you got *literally everyone* incapacitated - shouldn't be case with segregation due citizens who cannot be necro'd - I think waiting for a migrant wave would be necessary.

Or perhaps that doored Rutherer temple to go to when their praying need grows too dire - not sure if dwarves will get away from active combat to pray for their lives.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **July 09, 2016, 11:53:19 pm**

You can force dwarves to retreat from combat by burrowing them into an area they are not currently in and deactivating their squad.

You'll need to trap the skins in cages and atom smash or incinerate them.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Imic** on **July 10, 2016, 04:57:44 am**

Am i redorfd yet?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **July 10, 2016, 08:34:29 am**

Quote from: Imic on July 10, 2016, 04:57:44 am

Am i redorfd yet?

I redwarfed you.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **July 10, 2016, 08:56:51 pm**

Quote from: Archereon on July 09, 2016, 11:53:19 pm

You can force dwarves to retreat from combat by burrowing them into an area they are not currently in and deactivating their squad.

You'll need to trap the skins in cages and atom smash or incinerate them.

I've tried reburrowing them, but so far the ones that were burrowed aren't leaving. Niner and Speciesunk0wn are both there, neither of them are necromancers. They keep passing out from exhaustion, but no injuries yet. Only Twinwolf and spish wandered off, they weren't burrowed because I'd hoped they would continue to distract the undead long enough for the mortals to get out of reach, but I'd canceled squad orders a month ago.

Alright, Speciesunk0wn is dead a second time. A troll corpse got in somehow. Then a bunch of crundle corpses got in there and beat up the unconscious niner to no great effect. I'm suspecting a breach leading to the caverns but I've been unable to find it thus far.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **July 11, 2016, 05:27:58 am**

Quote from: Eric Blank on July 10, 2016, 08:56:51 pm

Quote from: Archereon on July 09, 2016, 11:53:19 pm

You can force dwarves to retreat from combat by burrowing them into an area they are not currently in and deactivating their squad.

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Alright, Speciesunk0wn is dead a second time. A troll corpse got in somehow. Then a bunch of crundle corpses got in there and beat up the unconscious niner to no great effect. I'm suspecting a breach leading to the caverns but I've been unable to find it thus far.

He's quickly becoming the Kenny of Bloodyhells I see.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **July 11, 2016, 02:34:41 pm**

Quote from: Eric Blank on July 10, 2016, 08:56:51 pm

I've tried reburrowing them, but so far the ones that were burrowed aren't leaving. Niner and Speciesunk0wn are both there, neither of them are necromancers. They keep passing out from exhaustion, but no injuries yet. Only Twinwolf and spish wandered off, they weren't burrowed because I'd hoped they would continue to distract the undead long enough for the mortals to get out of reach, but I'd canceled squad orders a month ago.

You have to use a civilian alert for it to work.

Apologies for going silent, its been a busy few months.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **July 11, 2016, 09:21:03 pm**

I learned that the hard way, yeah. Everybody but Niner walked away from the undead (niner is unconscious.) but that doesn't put any of the undead hairs and skins in their cages.



I've actually finished with the year now, I'll go ahead and upload the save and think about maybe a proper write-up of my turn.
Here's that save! (http://dffd.bay12games.com/file.php?id=12256)
<div><div>Title: <b>Re: Bloodyhells - Succession: Battlefailed #5 (42.06)</b></div><div>Post by: <b>speciesunknOwn</b> on <b>July 12, 2016, 07:19:47 pm</b></div></div>
Uh...how fast did I die? Twice in 4-5 months? XDddd
<div><div>Title: <b>Re: Bloodyhells - Succession: Battlefailed #5 (42.06)</b></div><div>Post by: <b>Eric Blank</b> on <b>July 13, 2016, 01:44:33 am</b></div></div>
It might have been six months, actually. I wasn't taking date stamps and screenshots of events to be honest >_>
<div><div>Title: <b>Re: Bloodyhells - Succession: Battlefailed #5 (42.06)</b></div><div>Post by: <b>Fleeting Frames</b> on <b>July 13, 2016, 02:14:03 am</b></div></div>
Yeah, we noticed (at least you mentioned almost accidentallying the fort). TheImmortalRyukan is up, did they get a PM?
<div><div>Title: <b>Re: Bloodyhells - Succession: Battlefailed #5 (42.06)</b></div><div>Post by: <b>NCommander</b> on <b>July 13, 2016, 05:03:16 am</b></div></div>
Is it just me, or is Bloodyhells tethering on the edge of extinction a lot more than our usual Battlefailed forts do? Also, am I still part of the technically living?
<div><div>Title: <b>Re: Bloodyhells - Succession: Battlefailed #5 (42.06)</b></div><div>Post by: <b>Spish</b> on <b>July 13, 2016, 10:53:09 am</b></div></div>
As far as I know, the previous fortresses didn't have to deal with enemies that were literally invincible every other day of the week. I might've gotten a little overzealous with the embark. :P
Ryukan has been PMed, but I haven't heard anything from him yet.
<div><div>Title: <b>Re: Bloodyhells - Succession: Battlefailed #5 (42.06)</b></div><div>Post by: <b>speciesunknOwn</b> on <b>July 13, 2016, 01:33:39 pm</b></div></div>
So...do I hold the record of the fastest death after redorfining in the fort so far?
<div><div>Title: <b>Re: Bloodyhells - Succession: Battlefailed #5 (42.06)</b></div><div>Post by: <b>Fleeting Frames</b> on <b>July 13, 2016, 01:57:07 pm</b></div></div>
So you say, but we've yet to see any husked giant sperm whales.
<div><div>Title: <b>Re: Bloodyhells - Succession: Battlefailed #5 (42.06)</b></div><div>Post by: <b>Sanctume</b> on <b>July 13, 2016, 02:01:29 pm</b></div></div>
If a giant sperm whale husk come, make sure to just mine out that conglomerate seawall to flood the fortress and let the uninvited guest in and capture it.
<div><div>Title: <b>Re: Bloodyhells - Succession: Battlefailed #5 (42.06)</b></div><div>Post by: <b>Archereon</b> on <b>July 13, 2016, 03:04:26 pm</b></div></div>
The necromancers will typically ignore undead and in turn be ignored unless they are being attacked/see someone under attack, so you can literally have someone go up and build cage traps right next to them, if you care to do so.
<div><div>Title: <b>Re: Bloodyhells - Succession: Battlefailed #5 (42.06)</b></div><div>Post by: <b>Archereon</b> on <b>July 13, 2016, 03:20:06 pm</b></div></div>
<div><div>Quote from: NCommander on July 13, 2016, 05:03:16 am</div><div>Is it just me, or is Bloodyhells tethering on the edge of extinction a lot more than our usual Battlefailed forts do? Also, am I still part of the technically living?</div></div>
Looking at the save, we have 44 people, most of whom are necromancers. We're not in serious trouble. Niner on the other hand...
<div><div>Title: <b>Re: Bloodyhells - Succession: Battlefailed #5 (42.06)</b></div><div>Post by: <b>TheImmortalRyukan</b> on <b>July 13, 2016, 05:59:13 pm</b></div></div>
I has the save, pray my P.O.S. desktop is capable of handling it
(I dropped my laptop and had to send it in)
<div><div>Title: <b>Re: Bloodyhells - Succession: Battlefailed #5 (42.06)</b></div><div>Post by: <b>Fleeting Frames</b> on <b>July 14, 2016, 08:23:50 am</b></div></div>
Finally finished Horrorfailed (as well as Deathgate I and II). Quite an experience.
How come the turn lists don't look anything alike between this topic start and that topic end (i.e. Sanctume went from 10th to first, for instance)?
<div><div>Title: <b>Re: Bloodyhells - Succession: Battlefailed #5 (42.06)</b></div><div>Post by: <b>Sanctume</b> on <b>July 14, 2016, 01:18:38 pm</b></div></div>
I think there was a thread with a different map/world prior to this one that was that did not pan out.
Yeah it was Doomhold http://www.bay12forums.com/smf/index.php?topic=157424.msg6919199#msg6919199

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**

Post by: **Taupe** on **July 14, 2016, 03:27:34 pm**

Quote from: [Fleeting Frames](#) on July 14, 2016, 08:23:50 am

How come the turn lists don't look anything alike between this topic start and that topic end (i.e. Sanctume went from 10th to first, for instance)?

No aspect of this fortress could be described as "going as expected".

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**

Post by: **Fleeting Frames** on **July 14, 2016, 09:45:45 pm**

Oh zombies. Battlefailed fort trying to repopulate the dwarven race. Every death being a tragedy. It'd have ended up in so many reclaims :P

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**

Post by: **Gwolfski** on **July 17, 2016, 03:44:46 am**

It's still going, at least.

@NComannder, is your burning down fortressess thing a habit now? I might start a succesion game again, and i'm wondering would you like a volcano...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**

Post by: **Spish** on **July 19, 2016, 07:43:55 pm**

Though I have a feeling the topic may go the way of Horrorfailed if things continue at this rate.

Oi Ryukan, any progress on your turn?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**

Post by: **Imic** on **July 20, 2016, 02:57:45 pm**

Quote from: [Spish](#) on July 19, 2016, 07:43:55 pm

Though I have a feeling the topic may go the way of Horrorfailed if things continue at this rate.

Oi Ryukan, any progress on your turn?

He dropped his computer.

He dropped.

His computer.

We may need to skip 'im.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**

Post by: **Fleeting Frames** on **July 20, 2016, 03:39:32 pm**

Well, he was last active five days after mentioning it, so I can only presume his POS desktop didn't autoimmolate upon witnessing Bloodyhells (but yeah, some progress signs of unlife would be nice).

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**

Post by: **Spish** on **July 22, 2016, 03:25:58 am**

We need some kind of status update here Ryukan, as far as we know you haven't even started playing. Last warning before we move on to the next player.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**

Post by: **Spish** on **July 23, 2016, 12:27:09 pm**

Consider yourself skipped then, it is now Snackfox's turn.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**

Post by: **snackfox** on **July 23, 2016, 02:43:42 pm**

It's been 3 in-game days and already Niner's been killed by wool. I think this is the most horrific fortress I've ever seen. Hopefully I'll have the first part of the write-up up later today.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**

Post by: **Imic** on **July 23, 2016, 03:53:37 pm**

Quote from: [snackfox](#) on July 23, 2016, 02:43:42 pm

It's been 3 in-game days and already Niner's been killed by wool.

I nominate this for the hall of quotes!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**

Post by: **Eric Blank** on **July 23, 2016, 08:00:37 pm**

Suffocated under an animated sheep alpaca wool blanket. Truly a comfy way to go.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**

Post by: **Fleeting Frames** on **July 23, 2016, 11:15:24 pm**

I thought Bloodyhells was a safe place to live or not?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**

Post by: **Crashmaster** on **July 24, 2016, 01:36:05 am**

At best it is a safe place to un-live.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**

Post by: **snackfox** on **July 24, 2016, 05:16:25 pm**

Okay - so, funnily enough - I, like Ryukan, am currently having issues with my laptop, and need to use a POS desktop instead. The problem is that my POS desktop can't run Bloodyhells any faster than about 6 fps, and its taken about 1 1/2 real-life days for a month to pass in-game - so I'd like to reschedule my turn for a bit later on, maybe after Clover Magic or Zuglarkun. Thanks.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **July 24, 2016, 06:23:48 pm**

The rapid response is appreciated. That means it's Clover Magic's turn now... although he hasn't been active on the forum for quite some time.

I suppose it's about time I made the quote section, there are plenty to choose from at this point.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **July 24, 2016, 08:44:42 pm**

I'm still running Murderflood at the moment, don't think I'll be able to do concurrent or back to back forts brimming with undead without somehow imploding myself. So regrettably I'll have to pass on this turn. Could you move me a few places down on the turn list instead?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **July 24, 2016, 09:02:52 pm**

I suppose that means it is Puzzlebark's turn, but they were last active on June 12.

However, Crashmaster after them was active today and also 4 posts ago; Can you take a turn, Crashmaster?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **July 25, 2016, 02:15:09 pm**

You know what, we've gone through enough players in one week, so if Clover Magic doesn't speak up by the 27th I'm just gonna put the turn up for grabs. The year is free for anyone who feels like playing.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Gwolski** on **July 25, 2016, 06:03:29 pm**

Add me to the turn list please.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **July 27, 2016, 04:50:37 pm**

Doesn't look like Clover Magic is coming along so we're moving on to Puzzlebark. However, if anyone would like to play their turn early (and buy Puzzlebark another week or two), the year is free for the taking.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **July 31, 2016, 05:12:09 am**

Yeah, looks like my prediction about both him and her not being present holds true. Ignoring the skipped/inactive players, that would give the turn to Deus Asmoth (then Spriggans then Dozebôm who has definitely been active); sent Deus a PM.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **July 31, 2016, 06:22:32 am**

And the Battlefailed curse of player suicide proves its very much alive and well.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Deus Asmoth** on **July 31, 2016, 05:53:42 pm**

On it like a bonnet. Should get to playing after work tomorrow, update depending on framerate.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **July 31, 2016, 11:19:57 pm**

Excellent. But Puzzlebark has had three days respond so he's out regardless. I'm a little late on account of all this darn water in my house.

Is FPS getting to be too much of a problem? Sometime during Gwolski's turn it got a whole lot worse and I haven't been able to figure out what's causing it.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **July 31, 2016, 11:25:21 pm**

Do you know, Gwolski?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **August 01, 2016, 12:06:51 am**

I don't think he would, I wasn't able to recreate it using Imic's turn. It was probably inevitable at any rate. Maybe some DFhackery or a version upgrade will be required somewhere down the line.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **August 01, 2016, 12:10:52 am**

Yes, but he surely noticed the moment of the slowdown start, allowing easier pinpointing of it, and he's often eager to engage in dfhackery likewise.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Sanctume** on **August 01, 2016, 09:08:51 am**



Do we have magma cleansing the surface yet?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **August 01, 2016, 09:14:11 am**

No, but knowing battlefailed it should be poisoned water instead...Which I suppose is present.

Some magma landmines or cannons would be cool if impractical, I suppose. Though they might prevent fishing if used excessively.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Sanctume** on **August 01, 2016, 09:19:50 am**

Is it a reanimating biome so I'd hate to be that fish cleaner!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **August 01, 2016, 09:22:28 am**

Actually, the ocean is non-reanimating iirc, just untamed wilds.

That said, that matters not when you're a reanimating fish cleaner.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **August 01, 2016, 11:07:47 am**

Quote from: Fleeting Frames on August 01, 2016, 09:22:28 am

Actually, the ocean is non-reanimating iirc, just untamed wilds.

That said, that matters not when you're a reanimating fish cleaner.

... I can't help but think in these forts, our fish cleaners are so hardcore, they clean the death right out of the carp ...

I really need to sleep ...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Sanctume** on **August 01, 2016, 11:24:03 am**

You got rotten fish issue? No problem, move it in that re-animating biome stockpile so they can be re-sashimi'd fresh, again.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Deus Asmoth** on **August 02, 2016, 04:18:51 pm**

Deus Asmoth's Tome, Granite 305

Nashonshash. Such an ugly name. My master and I have been trapped here more than a year now. Well, I say 'trapped', but it's hard to complain about a place that granted you immortality. Once I thought I would only live on through my (admittedly praiseworthy, though I do say so myself) works, but now I have an eternity to catalogue all the beauty in the world. Even as I look around right now, I'm enthralled by the majesty of... a disembodied head repeatedly biting Niner...

Ok, so the place could use some work. Master Liwalaci disapproves, of course, but the voices tell me that he's only angry that I have gained immortality when he wanted to be the only one to live forever. I've heard them ever since reading the book, and how could things that whisper so beautifully ever lie? I must be careful around him. He's jealous and paranoid. Who knows what he might do in his fear and rage? Besides, I don't need a master. I have eternity to hone my craft.

The first thing we shall have to do in order to improve the mood of the residents is obvious; ~~clean up the corpses~~ build extravagant temples to every single one of the gods! Surely once they have somewhere better than a hallway to worship, they will be much happier. Some of the locals have said there's a perfectly serviceable room already dug out, but there's nowhere near enough magma to be a proper place of worship. We must dig deeper!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **August 02, 2016, 06:07:27 pm**

Hehe.

But wh-ah right, deeper. How's the FPS?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Deus Asmoth** on **August 03, 2016, 12:16:05 pm**

Fairly slow, but not awful. On review, I don't think we have the manpower to conquer hell, so I might just clean up the fort a bit, build a bigger dining hall and stuff.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **August 03, 2016, 03:17:13 pm**

In any succession fort, you can't possibly go wrong with cleaning the place up.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **August 05, 2016, 05:05:49 pm**

So Niner is still alive after being repeatedly bitten by a zombie head? Damn. If you want to save him you'll probably have to use water to push them into a cage trap to get rid of that damned thing.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Deus Asmoth** on **August 05, 2016, 06:37:29 pm**

The heads and stuff don't seem to be able to actually do any damage, so I might just leave them to grind up their combat skills some more. On the other hand, they're all legendary observers, so they've clearly been there for a while now.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **August 06, 2016, 06:17:04 pm**

Couple months before the end of my turn, yeah. Niner and the other mortal fellow got themselves exhausted and passed out, no luck getting the undead into the cage traps.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Deus Asmoth** on **August 11, 2016, 06:29:06 pm**

Should be able to do a proper update with some pictures tomorrow, but in the meantime:

- We've had like twenty petitions for long term residency from various soldiers and performers.
- A sand titan in chilling in a pond just outside the fortress.
- A goblin husk got inside through one of our inexplicably open doors.
- Currently have a strange mood going on, but we need bones so I need to see if there's anyone that'll actually slaughter an animal before he goes insane.
- Church is fully dug and being smoothed. No magma yet, but we'll hopefully be able to pump some up to make it properly dwarven.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Arthropleura** on **August 12, 2016, 10:33:28 am**

I'd like to request an elfing.

I love how the dark arts are this forts first resort when faced with imminent death. And we're going to have TWO husked titans roaming about the place aren't we?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **August 12, 2016, 12:00:28 pm**

Quote from: Deus Asmoth on August 11, 2016, 06:29:06 pm

- A goblin husk got inside through one of our inexplicably open doors.

That's our Bloodyhells!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **August 15, 2016, 01:08:38 pm**

Deus Asmoth, have you anything to report?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Deus Asmoth** on **August 16, 2016, 04:29:04 pm**

*Deus Asmoth's Diary, Summer.*

*New migrants arrive,  
Carrying their hope with them,  
We greet them with death.*

This fortress is full of philistines. I'm trying to work on my various masterpieces, and they keep interrupting me with trifling matters like a beast made of amber outside the gates and a goblin husk that got inside the fortress. The husk is currently trapped behind a wall and the amber beast appears to have wandered off, if it ever existed at all. More likely they were just trying to distract me so that master Dipane can steal my work.

Spoiler: Church (click to show/hide)



This is the current state of our new shrine complex. The smoothing is proceeding slowly, but soon it will almost be worthy of me considering a recital there. It will certainly be adequate for the plebians to worship their gods, in any case. At the door you can also see Sanctume, who has been stricken by melancholy after no one killed anything to give him bones for something he wanted to make. He also doesn't see to be a necromancer yet, so at least we won't have to listen to him complaining forever.

Spoiler: Battle (click to show/hide)



Here we have NCcommander and Flame, who both still seem intent on slaying those stray scraps of skin. Most of the fortress has given up on distracting them at this point, though if an enemy ever does come along that breaks their concentration, they will certainly be ready. They are both undoubtedly fighters worthy of legend at this stage, or at least they would be if they ever fought anything besides a scrap of leather.

Spoiler: Melbil (click to show/hide)



This is Melbil. He has spent the past half year shouting down the stairs that he's not able to carry some items into a stockpile. We only just figured out that the problem was that these hatches in the main stairway:



were locked, blocking access to most of the fortress. I can't see any immediate threats to our well being from unlocking them, so I will do so because it's better than being mildly irritated by that guy. I've also set the miners to dig a shaft to the magma seas that we can toss anything we don't have a use for any more down in order to clean the fortress up a bit.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Deus Asmoth** on **August 16, 2016, 04:30:19 pm**

Hmm. Images don't seem to be working for some reason.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **August 16, 2016, 04:30:57 pm**

Quote from: Deus Asmoth on August 16, 2016, 04:30:19 pm

Hmm. Images don't seem to be working for some reason.

Same.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Deus Asmoth** on **August 16, 2016, 05:00:46 pm**

The addresses are definitely correct, so I'm not sure what happened with them. I'll try uploading to a different image site tomorrow.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Sanctume** on **August 16, 2016, 06:30:06 pm**

These links work

[Spoiler](#) (click to show/hide)



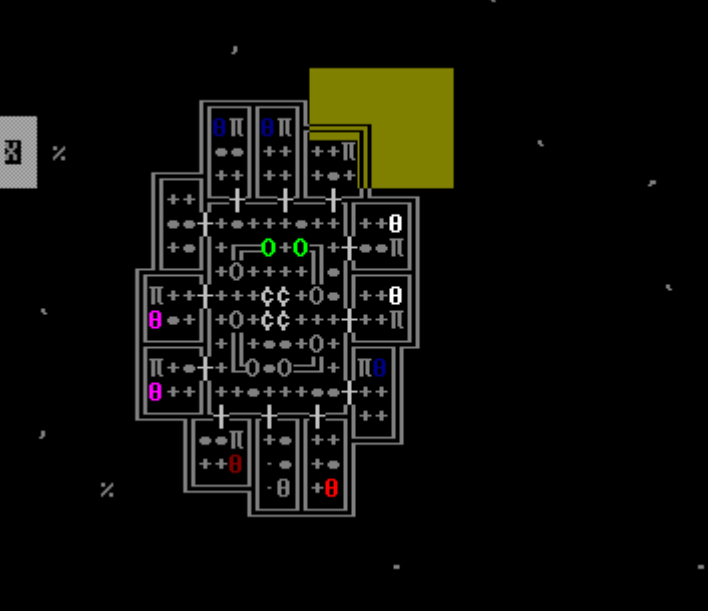
[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)



Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **August 16, 2016, 07:33:14 pm**

So I'm a legendary warrior necromancer? I think my dwarf may have just won Battlefailed.



Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **August 16, 2016, 09:07:08 pm**

I challenge you to take that legendary warrior necromancer and make it omni legendary vampire warrior necromancer foul fog husk eerie mist zombie, in the spirit of Museum succession :P

And looking grand and alien there, Deus. The overseer has trouble with pathing in fortress while building a massive shrine to the gods. Very appropriate.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **speciesunknOwn** on **August 17, 2016, 05:44:47 am**

Is Sanctume the little hungry down arrow thingy right in front of the door into the temple complex?

Also, I take it all the squigly-line Ns are the necromancered dwarves?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **August 20, 2016, 11:24:46 am**

Alright Deus it's been well over two weeks. I suggest you either blow through the rest of the year, or upload the save as it is.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Deus Asmoth** on **August 22, 2016, 03:51:44 pm**

Yeah, sorry. I'll get the save up as soon as I can stabilise my internet a bit more.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Deus Asmoth** on **August 25, 2016, 10:29:18 am**

Sorry for the delay. Save is here. (<http://dffd.bay12games.com/file.php?id=12379>)

Final results:  
-Church looks like it's about halfway done, is in the process of being smoothed.  
-The upper levels of the fortress have been taken back. The corpses are being dumped into magma, though the militia is pretty much on constant patrol to put the ones that get up back down again.  
-The dwarves really don't seem to be fond of actually dumping stuff, but some progress has been made.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **August 25, 2016, 12:49:51 pm**

I saw Bloodyhells on my Updated Topics and I saw I had a PM and I thought OH FUCK

But thankfully it's not my turn.

EDIT: Stick me back on that turn list, please.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **August 25, 2016, 11:46:31 pm**

Downloaded.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **StarWars1981** on **August 30, 2016, 11:52:53 am**

Minor bump. Also, this still going? What's happened to it, seems to have trailed off about 5 days ago?  
32 pages of masterful insanity.  
I've skipped most of the images, just not bothering to TRY to make sense of them. It's like disaster-creation 101 in there. However, it's incredibly amusing.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **August 30, 2016, 10:29:47 pm**

Progress update;

I have had an initial look into the madness this evening. Then I went back to re-read some journal entries. Then I looked at the madness again.

Wow, it's a mess. The surface is an assault on the eyes and the underground is quite Escher-esque. Not sure what direction to take with this fort yet. The thread could use a picture-heavy fort tour and sitrep I guess. Might unpause tomorrow.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **August 31, 2016, 01:37:14 am**

"Mess" doesn't do it justice. Its a battlefailed disaster zone.

Oh, also, the room to the east of the stairwell on the tavern/library floor was going to become the temple until the little disaster with the zombies happened. I mean come on its got a 2-story vaulted ceiling! :P That other place I figured we could use more, and nicer, bedrooms.

Also also, I forgot to mention to sign me up for another go!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **speciesunknOwn** on **August 31, 2016, 04:18:28 pm**

Quote from: Crashmaster on August 30, 2016, 10:29:47 pm

Progress update;  
  
I have had an initial look into the madness this evening. Then I went back to re-read some journal entries. Then I looked at the madness again.  
  
Wow, it's a mess. The surface is an assault on the eyes and the underground is quite Escher-esque. Not sure what direction to take with this fort yet. The thread could use a picture-heavy fort tour and sitrep I guess. Might unpause tomorrow.

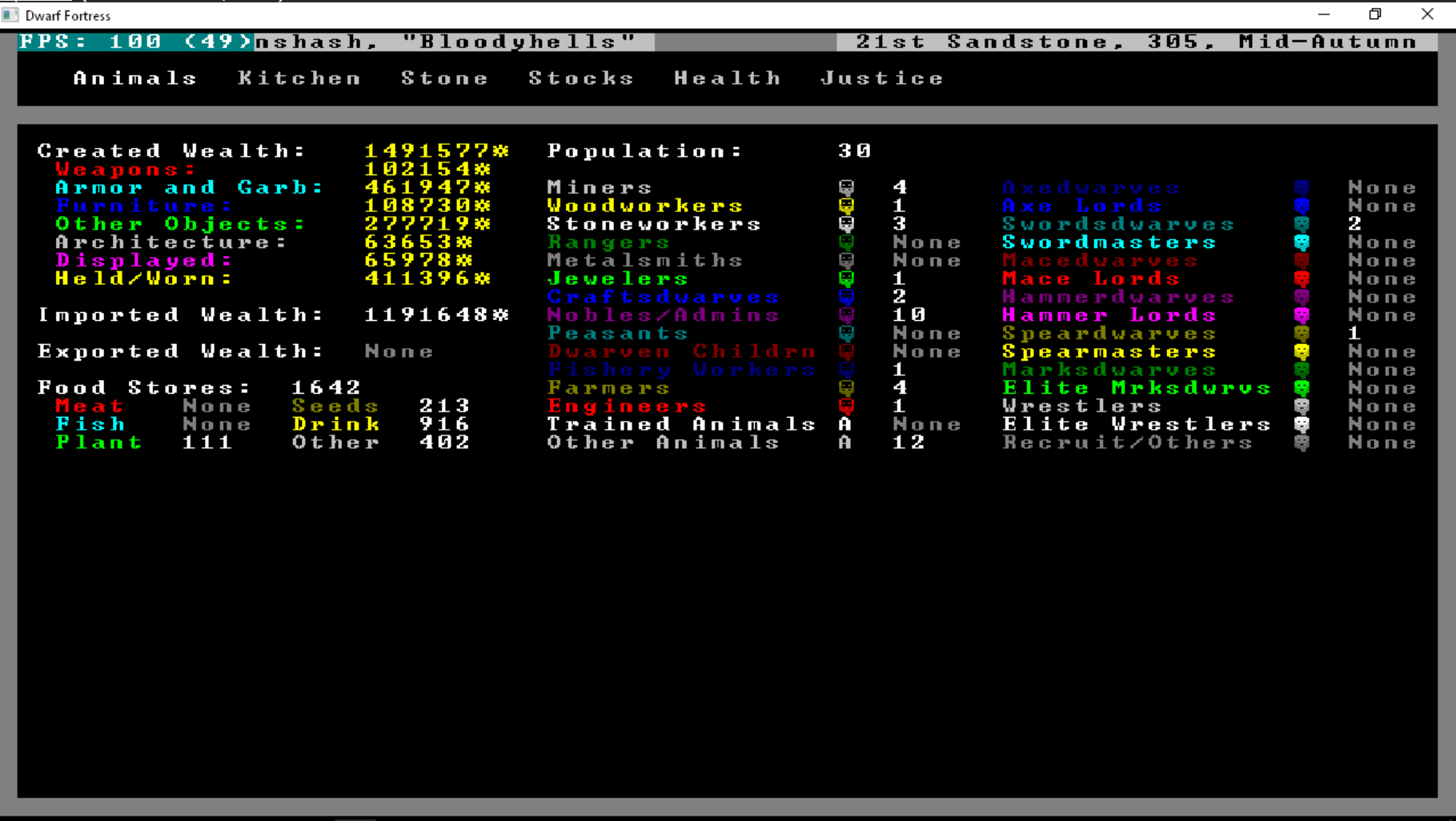
It's Battlefailed mate! Of course it's gonna be a mess! Next one needs to be an evil glacier volcano embark. //shot

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Lebo** on **August 31, 2016, 11:53:00 pm**

I would be shocked and appalled if the fort was in a sensible and functional state.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **September 03, 2016, 05:38:53 pm**

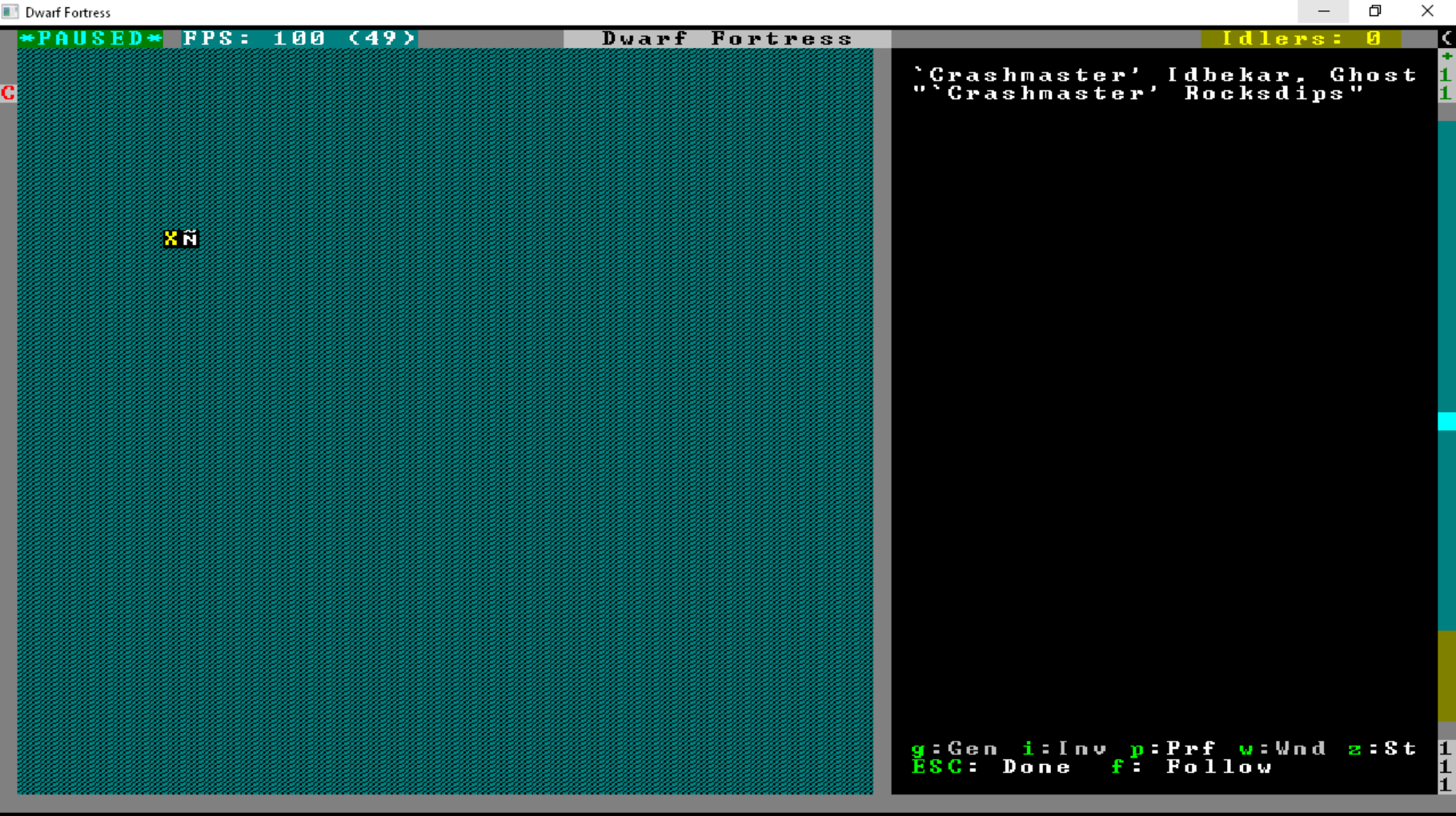
Spoiler (click to show/hide)



Bloodyhells, I can see it all now. It is ugly. It is bloody. It is hell.

The fort is a total failure. We were given a last chance; delve deep into the territories of evil, fortify a position and strike against Tosid Rushaxe's necro-horde. The King would have been smarter to have had us executed on the spot or earlier by the beard! For all the dwarven lives lost or irreprably twisted here we have only succeeded in creating a lack-lustre necromancer hang-out where the heretical secrets are spread through wandering poets who outnumber the 'staff.' The fact is though, I would have done anything at all to deflect the glowing fuchia gaze of Salo's undead eyes before it ripped me to shreds. Anything. Death gives one a certain reminder about it's supposed inevitability and I wonder about the King's true intent behind the Bloodyhells expedition.

Spoiler (click to show/hide)



I've come upon the overseerer's journal up in this tree. It seems obvious that the previously appointed elf-citizen overseer had left it up here while sneaking off to love trees as it has been neglected for quite a while. The current intended holder is too pre-occupied with artistic pursuits to effect leadership. We'll see what's going on.

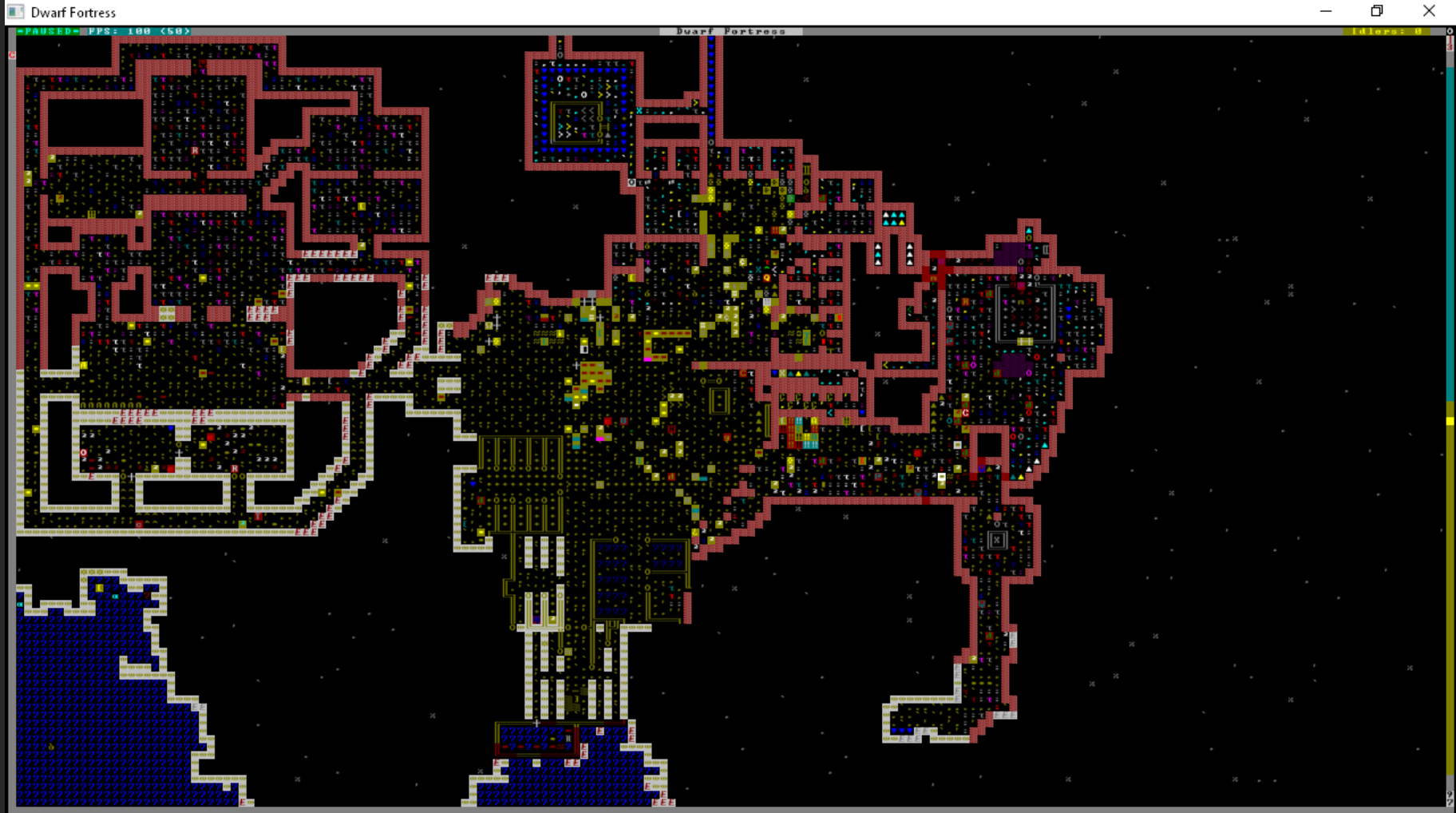
Just under this tree a dwarf poet heads towards what must be a passage into the fort. It's hard to tell what areas of the fort might be secured when you can move through walls. There appears to be a main airlocked trade depot entrance on the shore in the south, littered with the corpses of fallen dwarves.

Spoiler (click to show/hide)

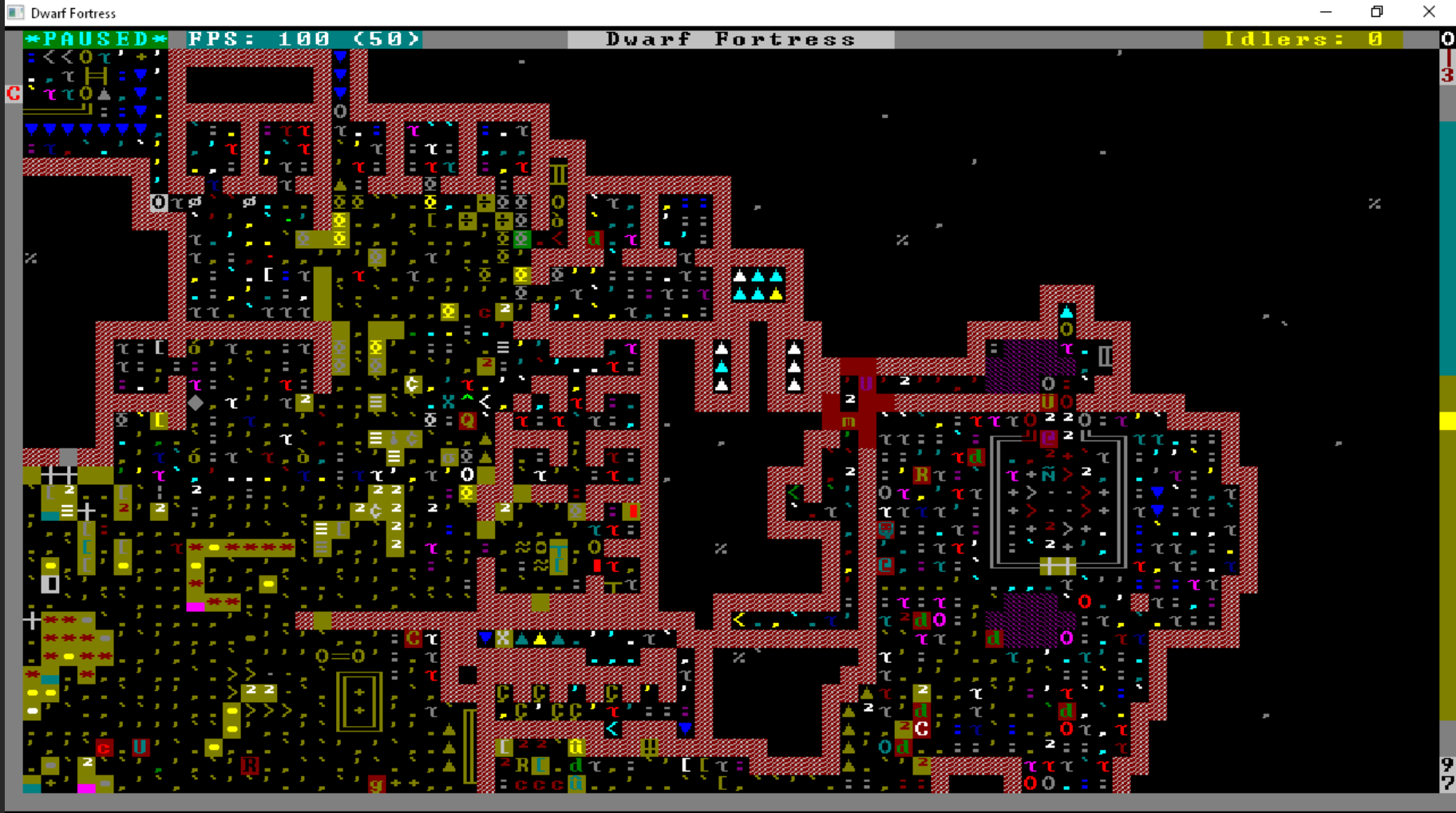


It leads to the right side of an expansive area in the soil layer where a little bunker guards the main stair into the old fort.

Spoiler (click to show/hide)



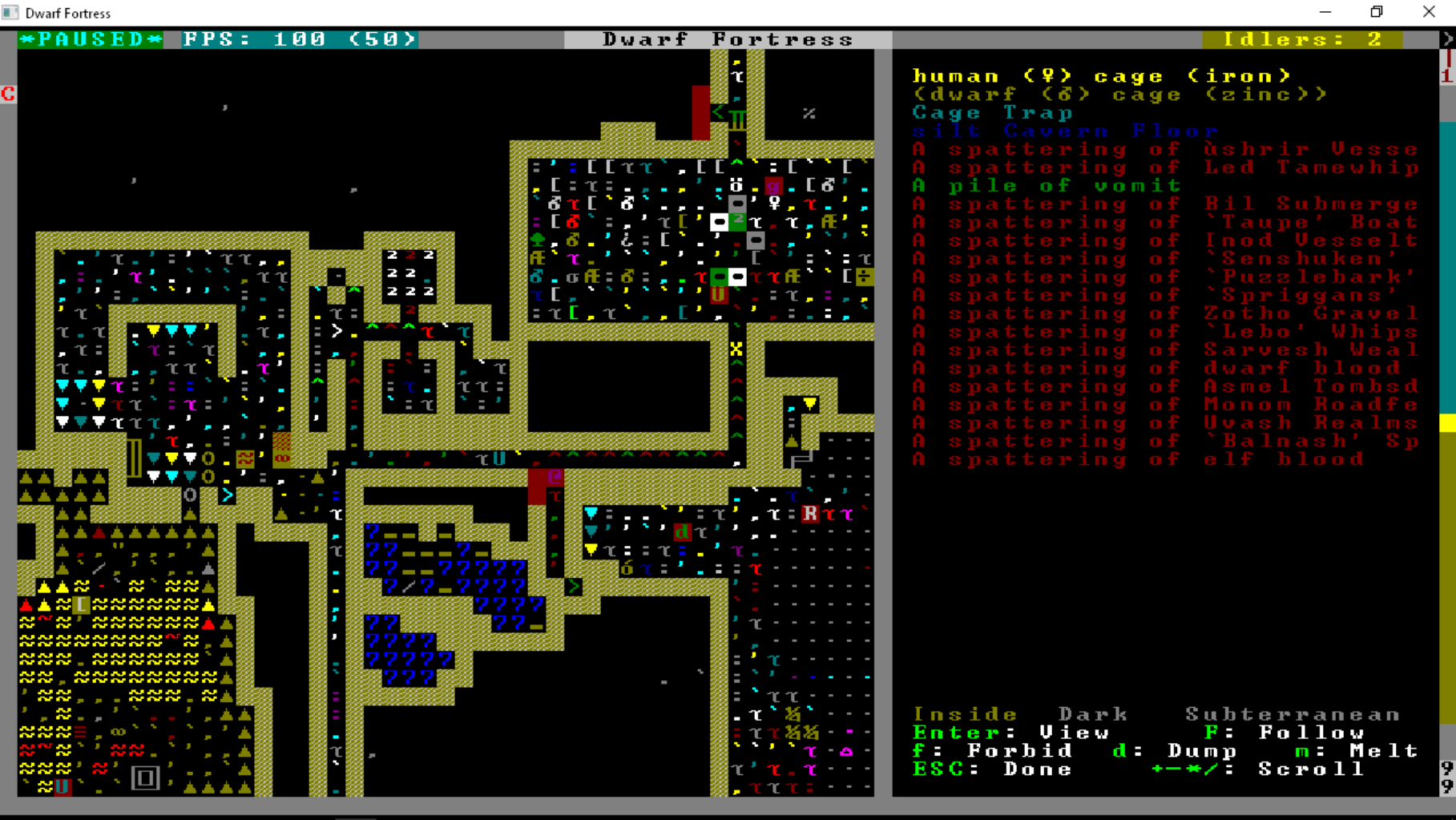
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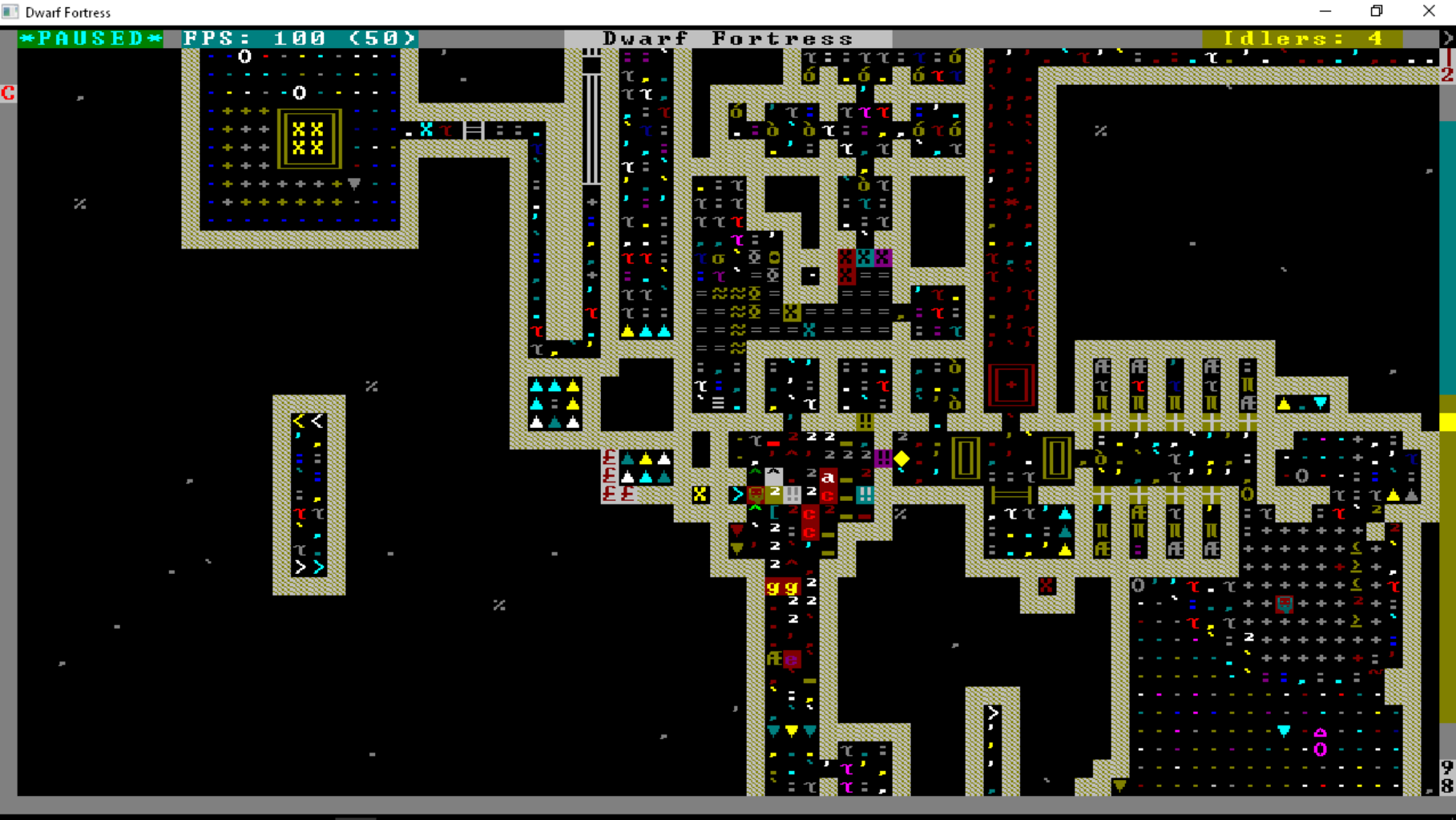
The stair from the half-completed shelter on the surface passes an open bridge into the fort through an empty room and a cage-trap hall. There's a hole and a stair that connects to the large soil layer.

[Spoiler \(click to show/hide\)](#)



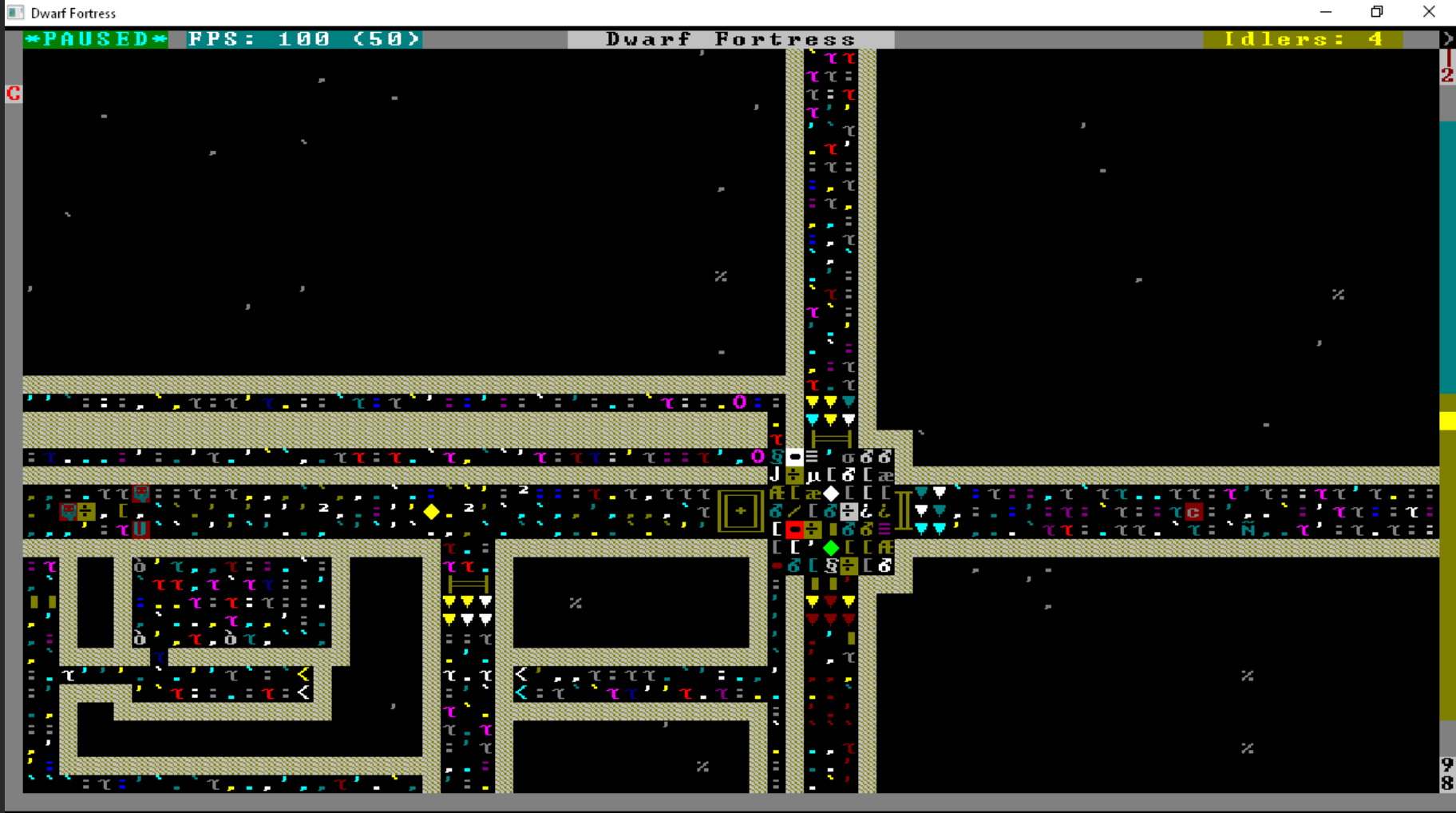
The soil layer below connects to the underground wagon tunnels by ramps and stair in the room to the left of the four bridges. Corpse concentration is high here. The roof of the main stair bunker is seen lower right.

[Spoiler \(click to show/hide\)](#)



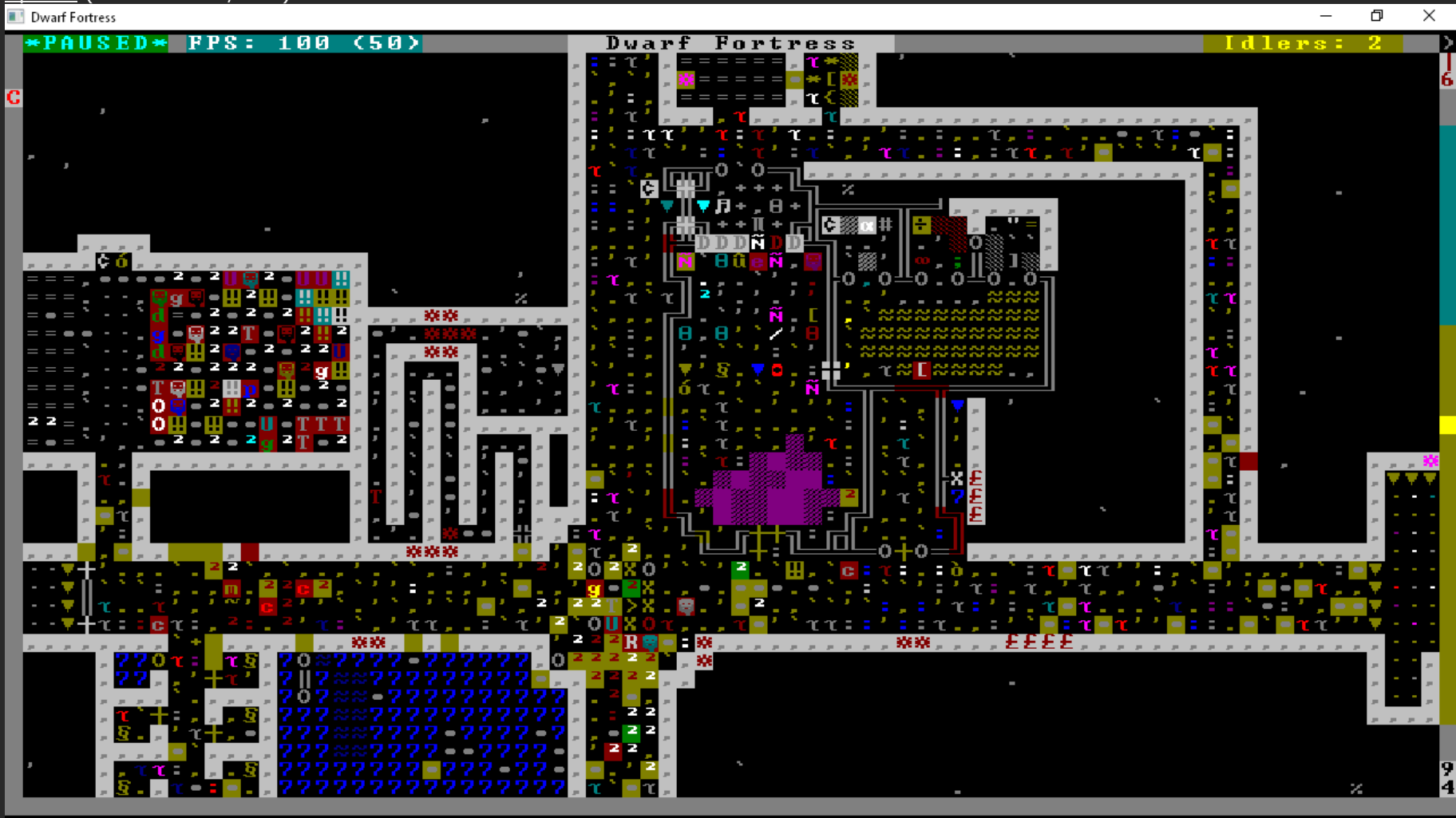
Going north leads to a demolished trade depot at the hub of the underground wagon tunnel network.

[Spoiler \(click to show/hide\)](#)



The main stairs from the bunker leads to the crossroads of the fort. All the necessities were focused here, workshops, hospital, prison, corpse pile, giant undead theropod labyrinth, wine pond. Most roads from here lead to flood recovery efforts, corpses and/ or abandoned mystery projects.

[Spoiler](#) (click to show/hide)



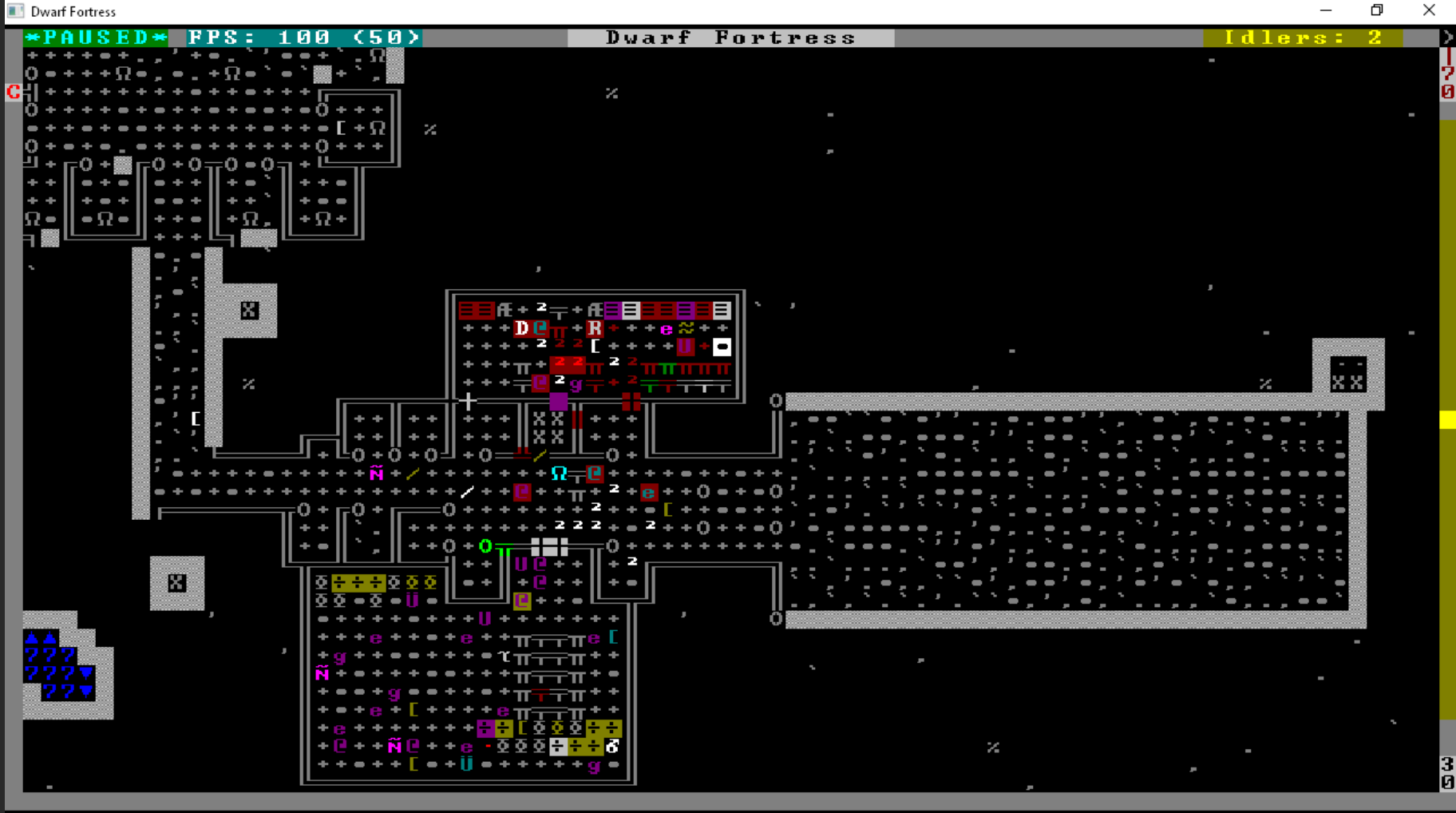
Except down, well corpses yes, but 50 levels down another small roofed bunker guards an opening into the caverns. It's drawbridge is even walled over. Deeper we go then.

[Spoiler](#) (click to show/hide)



Ten more levels down we pass living quarters and storage before arriving at The Garlic of Vipers. A fairly quite tavern compared to The Chamber of Death which is the library next door who's floor is littered with mangled corpse parts. Nearby is an under-construction temple complex.

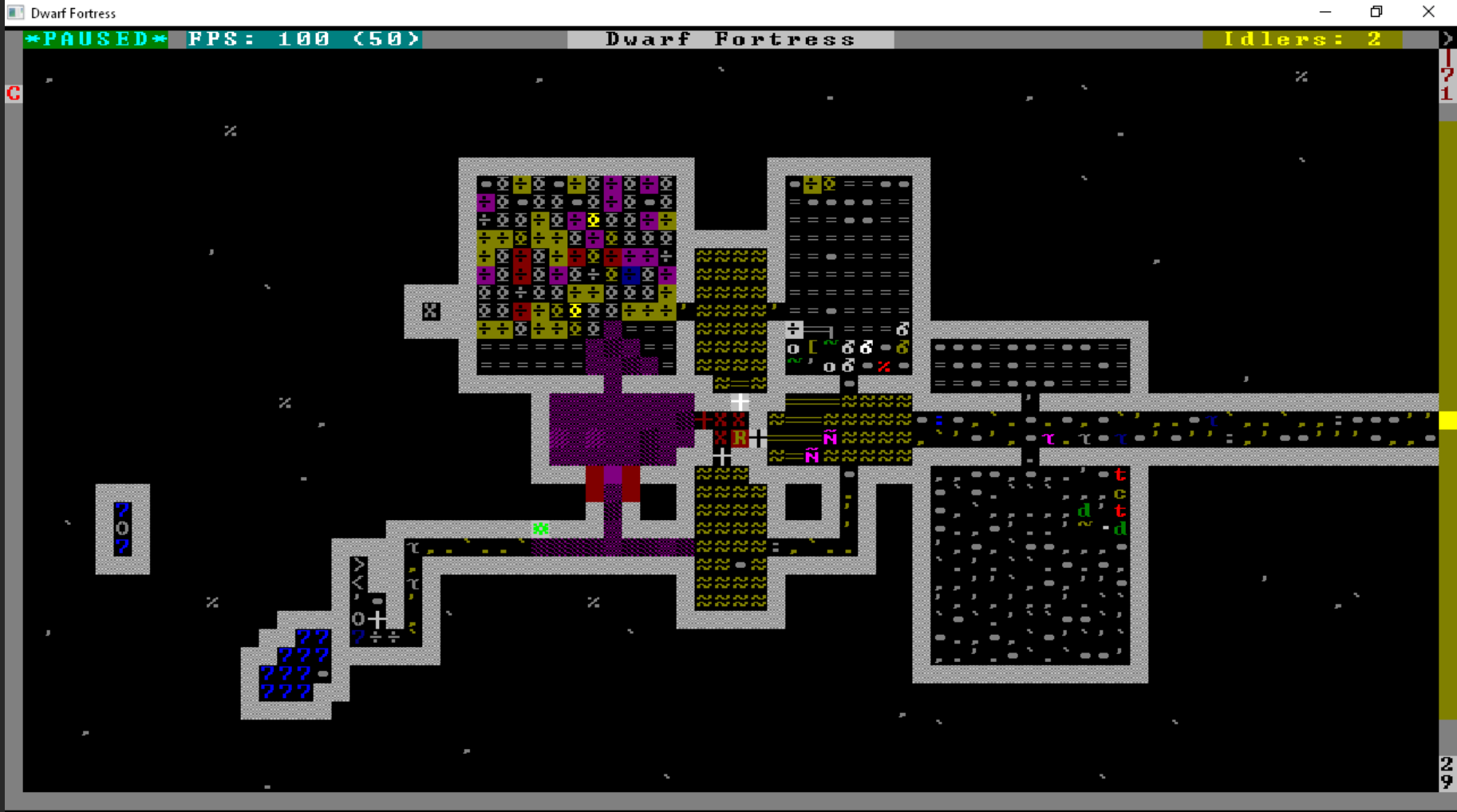
[Spoiler \(click to show/hide\)](#)



Directly below are farming and food storage.

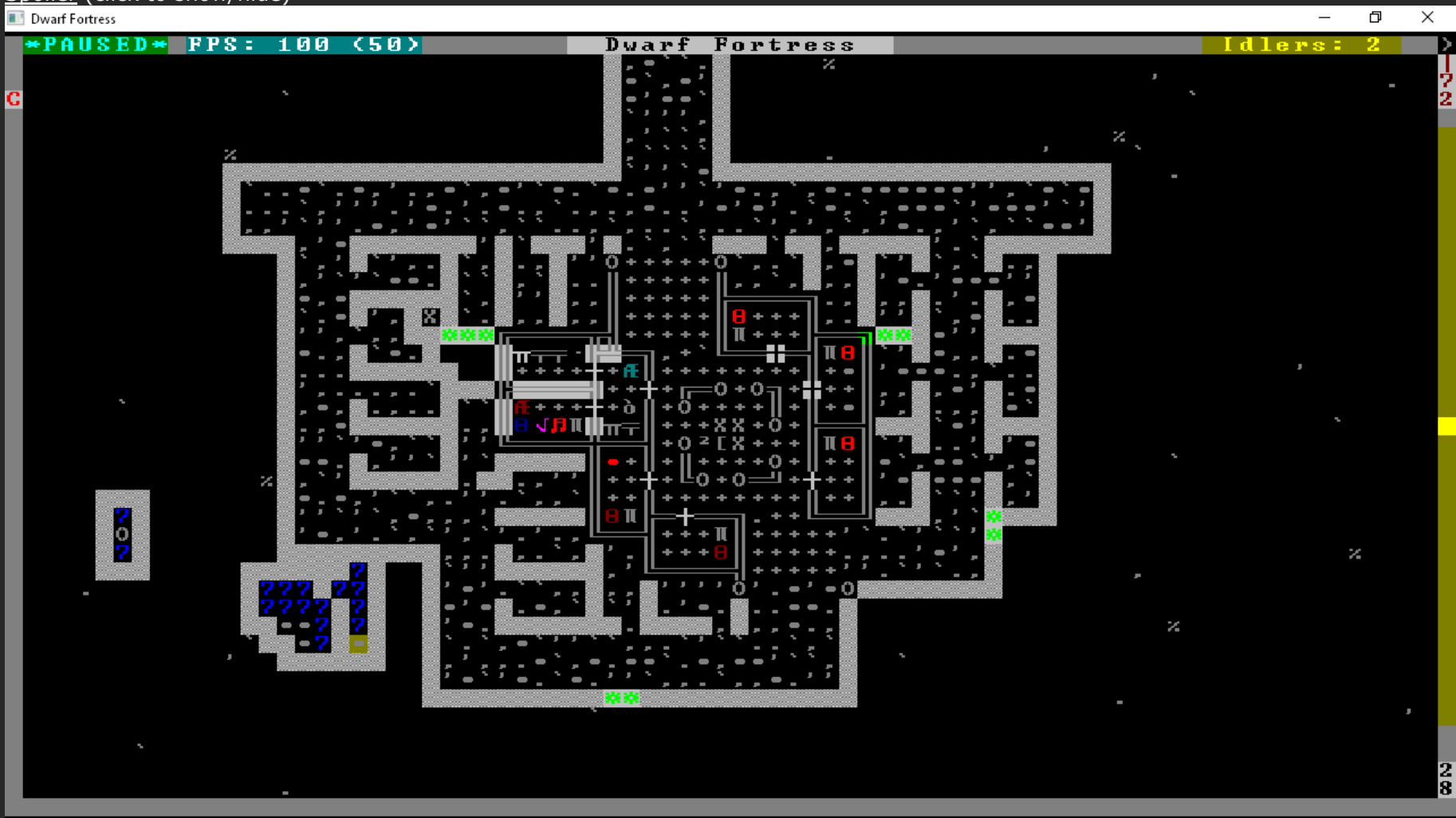
[Spoiler \(click to show/hide\)](#)





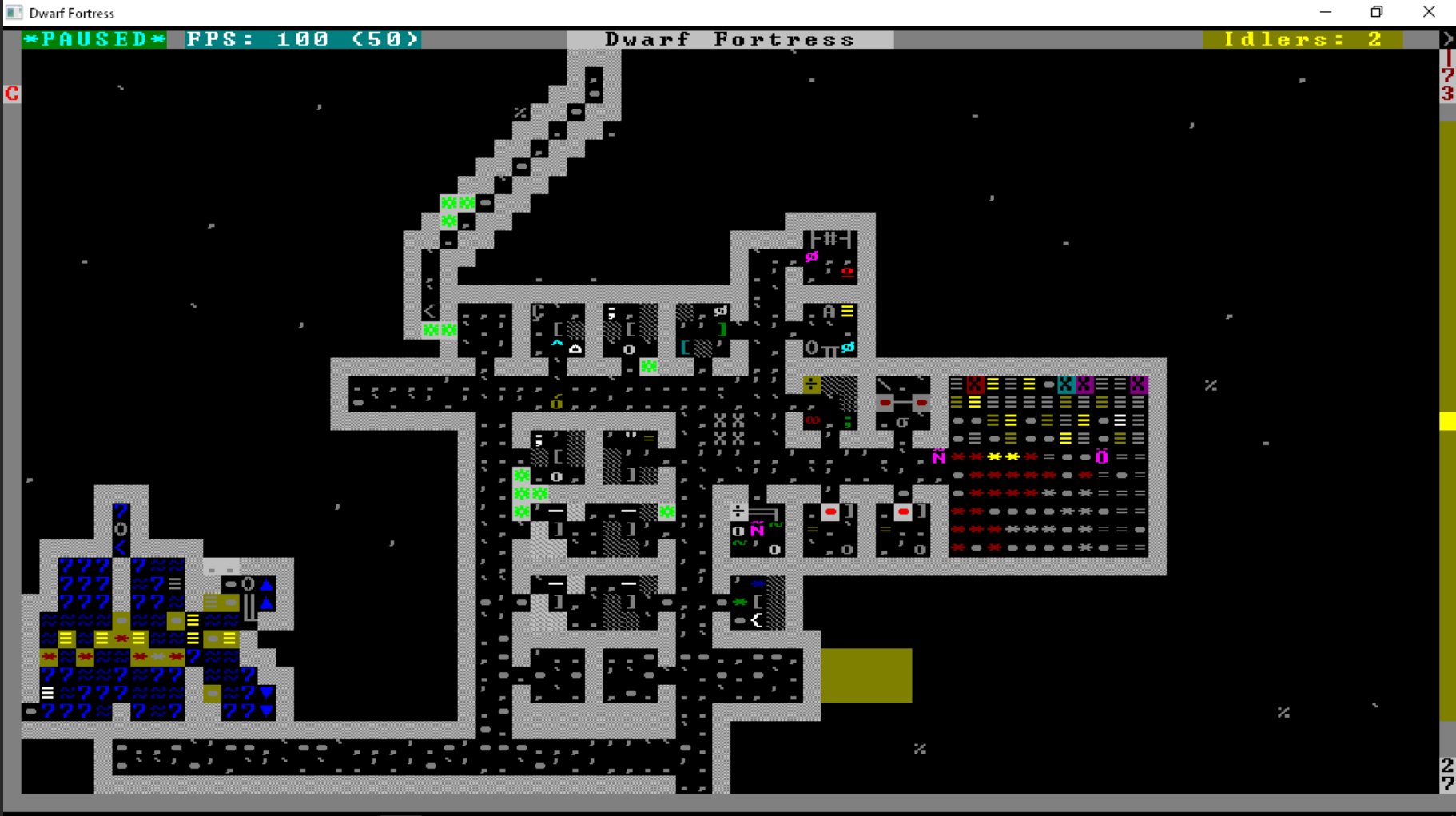
Housing expansion.

[Spoiler](#) (click to show/hide)



And finally shop floor.

[Spoiler](#) (click to show/hide)



Shockingly sensible and functional down here.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **September 03, 2016, 06:00:46 pm**

If you look at that twisting hallway near the cavern entrance, the one with the cage traps; those smooth walls were supposed to get fortifications carved in them, so that dwarves reloading/hauling from the cage traps get warning about critters around the corner. Never did finish that.

Place would be practically livable if you could get the dolts to clean up the rotting corpses lying about.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **September 03, 2016, 08:27:05 pm**

Bloodyhells sure has changed. Thanks for the overview.

Bit concerned about the flooded metal bars. How's the FPS? How's your plans for the fort?

It looks like a mess when you take it as one fort, but it is more like several connected forts on one map. The soil layers alone have like eight airlocks, four central stairways, numerous workshop areas.

Each overseer builds a new one!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **September 04, 2016, 08:26:47 pm**

Quote from: Eric Blank on September 03, 2016, 06:00:46 pm

Place would be practically livable if you could get the dolts to clean up the rotting corpses lying about.

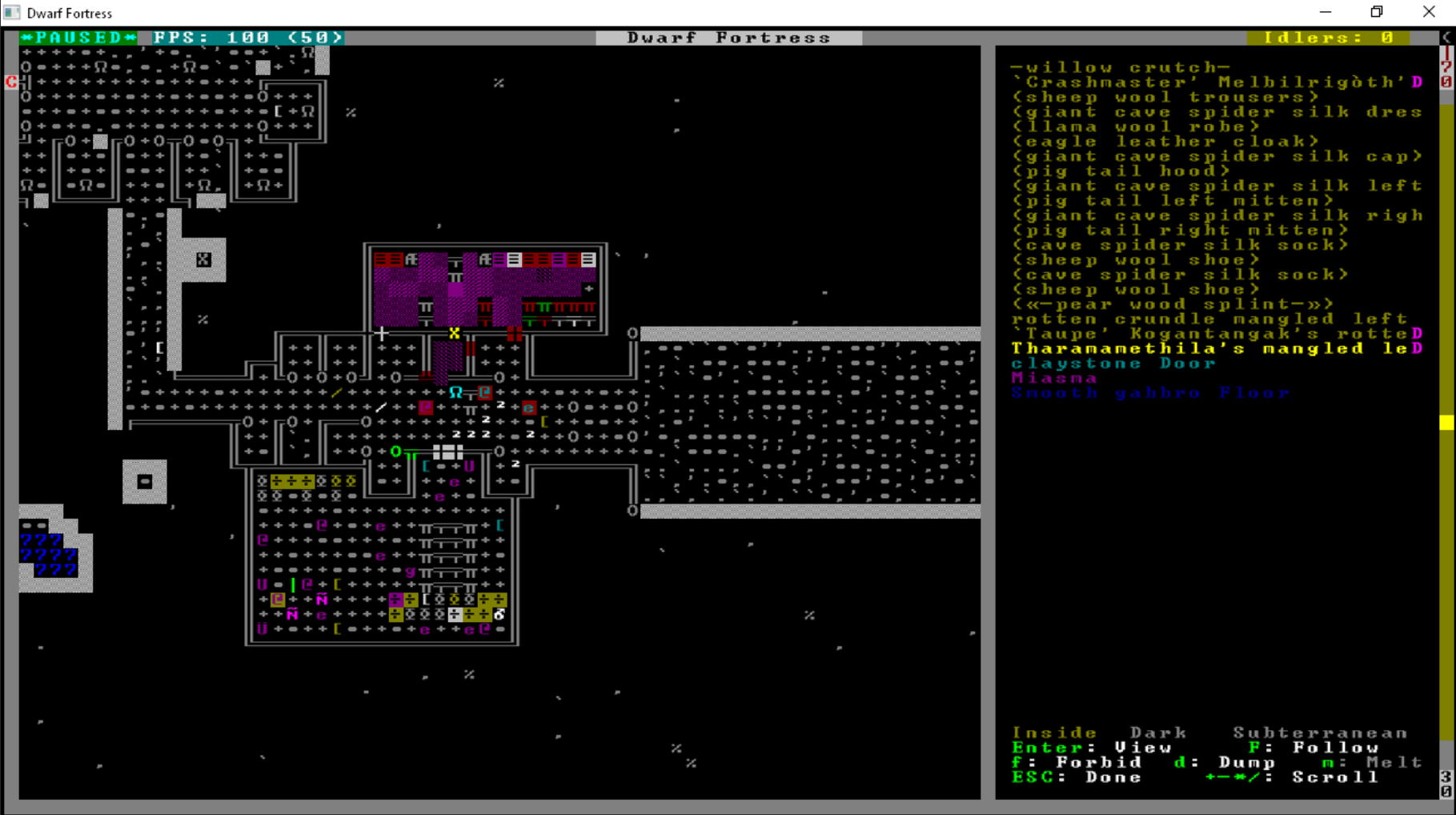
Stuff not getting dumped and hauled is a big problem in 0.43. But even so, this is surprisingly good for a Battlefailed fort!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **September 04, 2016, 09:53:22 pm**

With the book in hand anything goes. All workshops are halted, every dump order is rescinded, all stockpiles and zones are erased save for important new-fort areas.

Rotten corpses receive prioritization, the library's especially bad, I can even go in there as my own meat hand is on the floor.

Spoiler (click to show/hide)

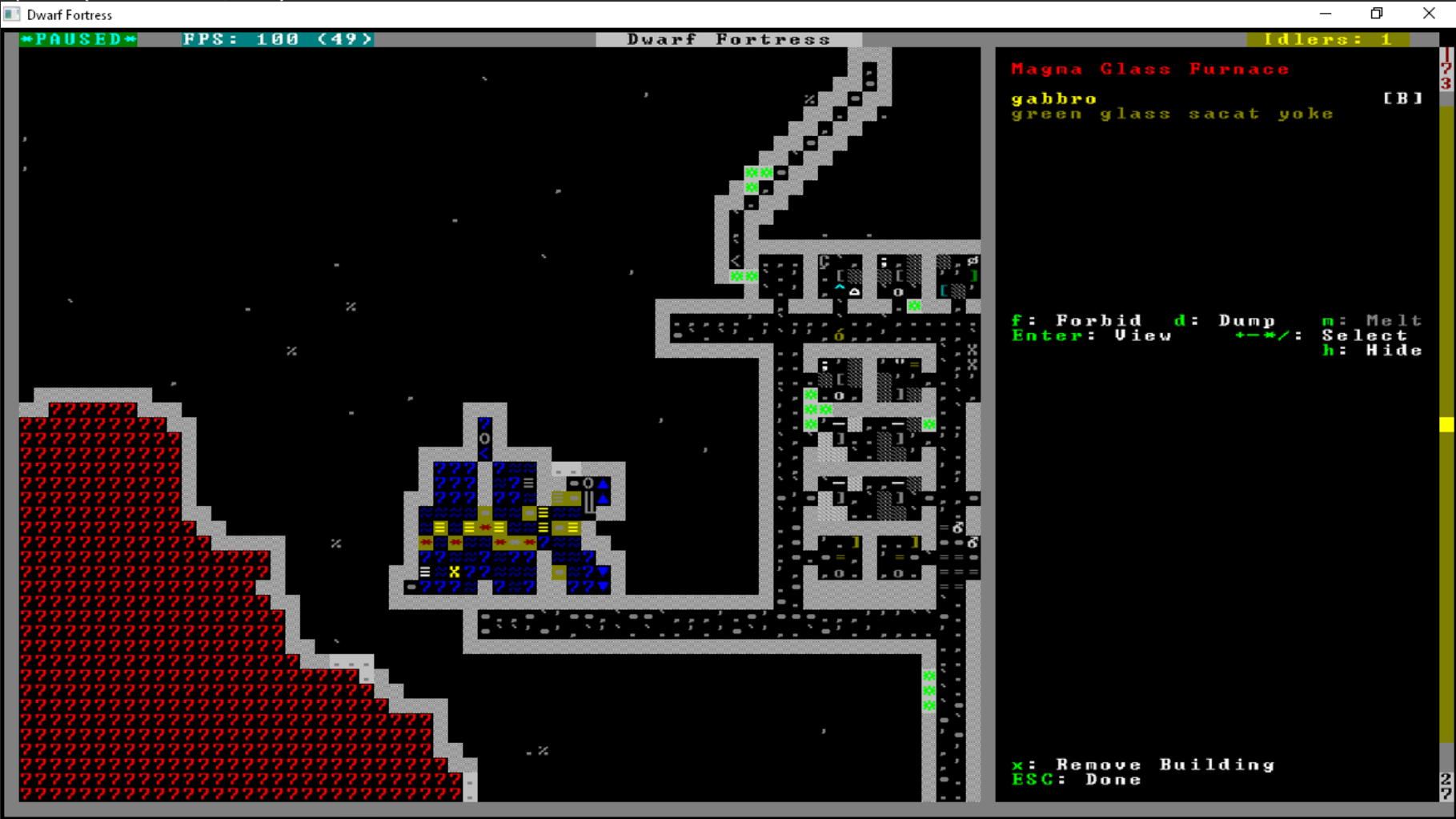


(<http://imgur.com/pYEsQF8>)

Second, there are two caged dwarves in the units list. I can see about six cages that contain something dwarfy but I can't tell exactly how dwarfy or how much there is so orders are set to put up the cages proper in the old prison so someone can have a good look in them. A drake is ordered chained nearby in case behavioral testing iss required.

Third is installation of a backlog of memorial slabs. A masonry shop is also quued to produce more slabs, I'm way down the line for now at least. Gabbro doors and blocks are added to the mason's que as well as long-term goals start now. The wood furnace is to be pulled out of it's prime location to install a new magma glass kiln to replace the flooded one.

[Spoiler \(click to show/hide\)](#)



(<http://imgur.com/xp00anG>)

Sand is plentiful inside the caverns bunker nearby. The stockpiles down here contain a large store of gabbro mechanisms already so excavation plans are laid out for a pump stack cutting through surveyed rock from a pair of fortuitous natural obsidian overhangs above the floor of the magma sea.

I float by and have a look at injured dwarves Ryukan 3786 and Imic 3787 look like they'll be fine.

[Spoiler \(click to show/hide\)](#)





(<http://imgur.com/aVx0t7G>)  
Spoiler (click to show/hide)

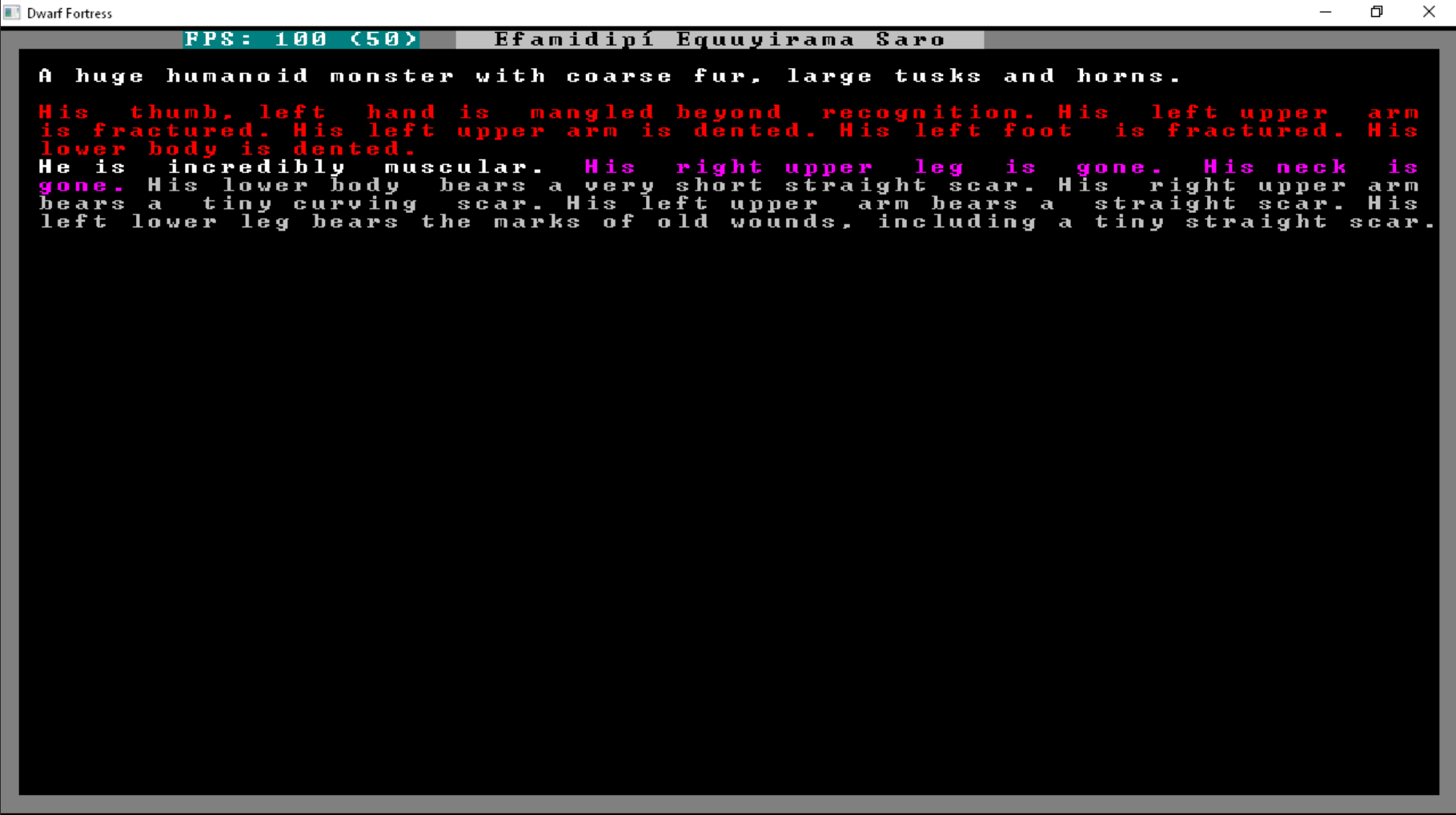


(<http://imgur.com/Z21yJA1>)

There is a constant need to re-load cage traps at various locations and a shortage of free cages. Orders are being given to disable the traps instead of reloading them to save dwarfpower on interruptions.

One of the local monsters, Efamidipi is said to have killed the test-drake in the main stair on it's way to the prison. I consider the wisdom of mingling with these things.

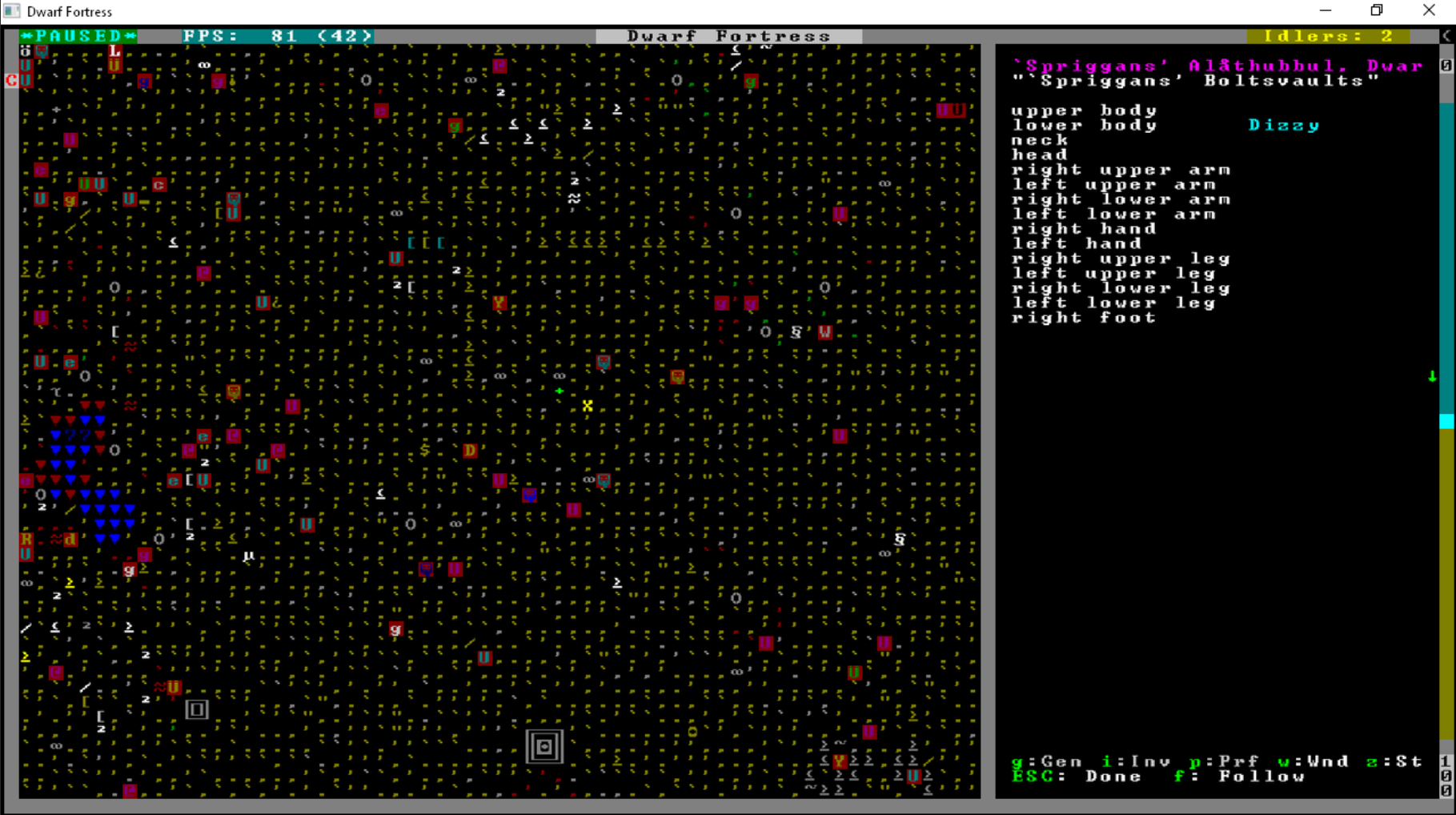
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(<http://imgur.com/FADvk7Y>)

Security checks locate several open stairs to the surface in the soil layer. The outside is permitted to block them off before anything more can get in. Spriggans goes outside and gets dizzy but seems fine.

[Spoiler](#) (click to show/hide)

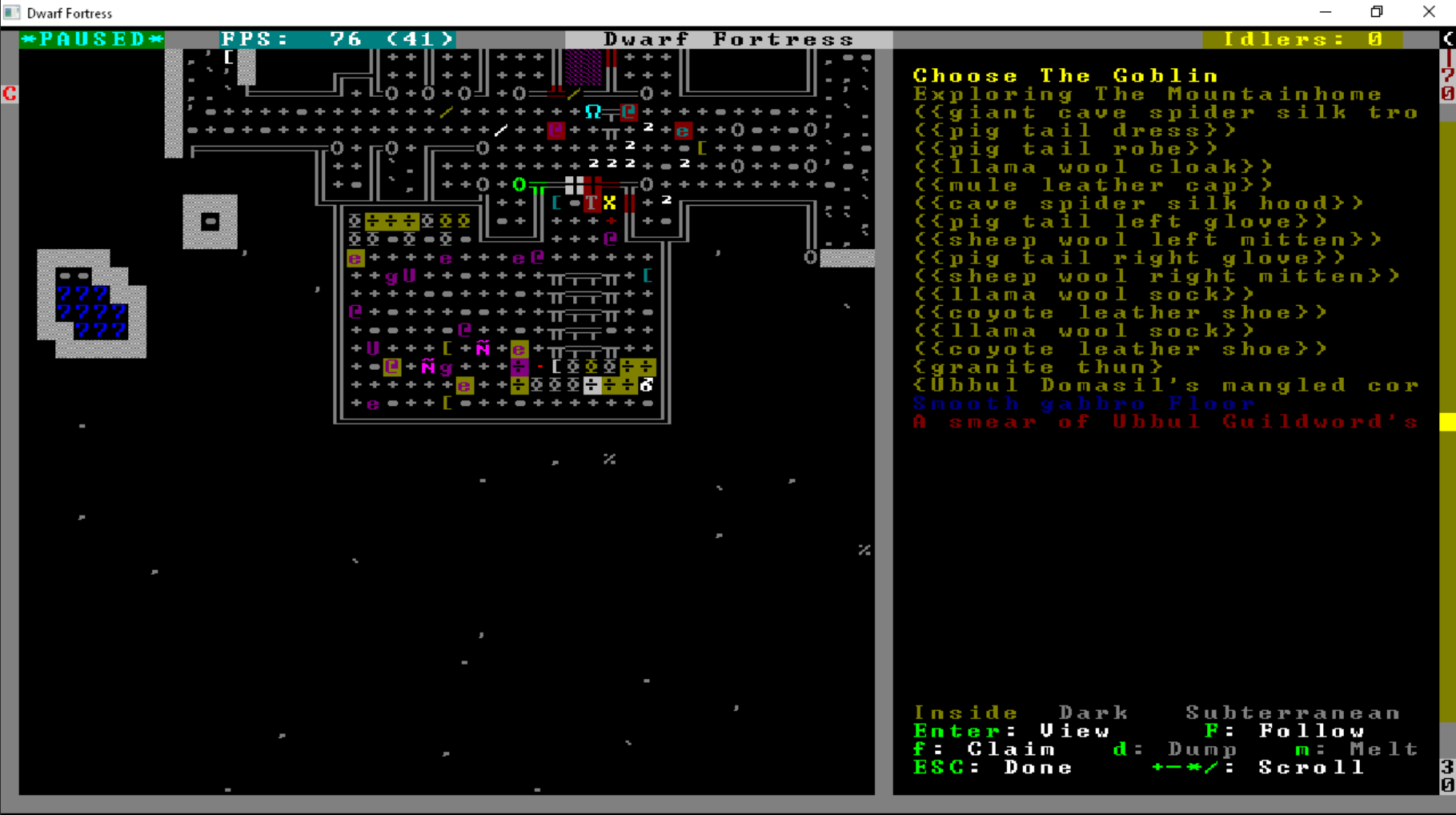


(<http://imgur.com/bITUNC2>)

Glassmaking has started production. Two mostly-whole living dwarves Flame and Risen are located in the cages and actions to free them are underway.

There was a fight in the tavern. A goblin poet lies in pieces. Efamidipi again, kinda doubt we could get rid of him if we wanted to.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/GL1RiDP>)

19 Timber 305

Goden Mulettaran is taken by a mood. He claims one of the adamantine extraction workshops and need bones of course. The pump stack supply base tunnels are slowly progressing though warm stone.  
Petitions approved for all;

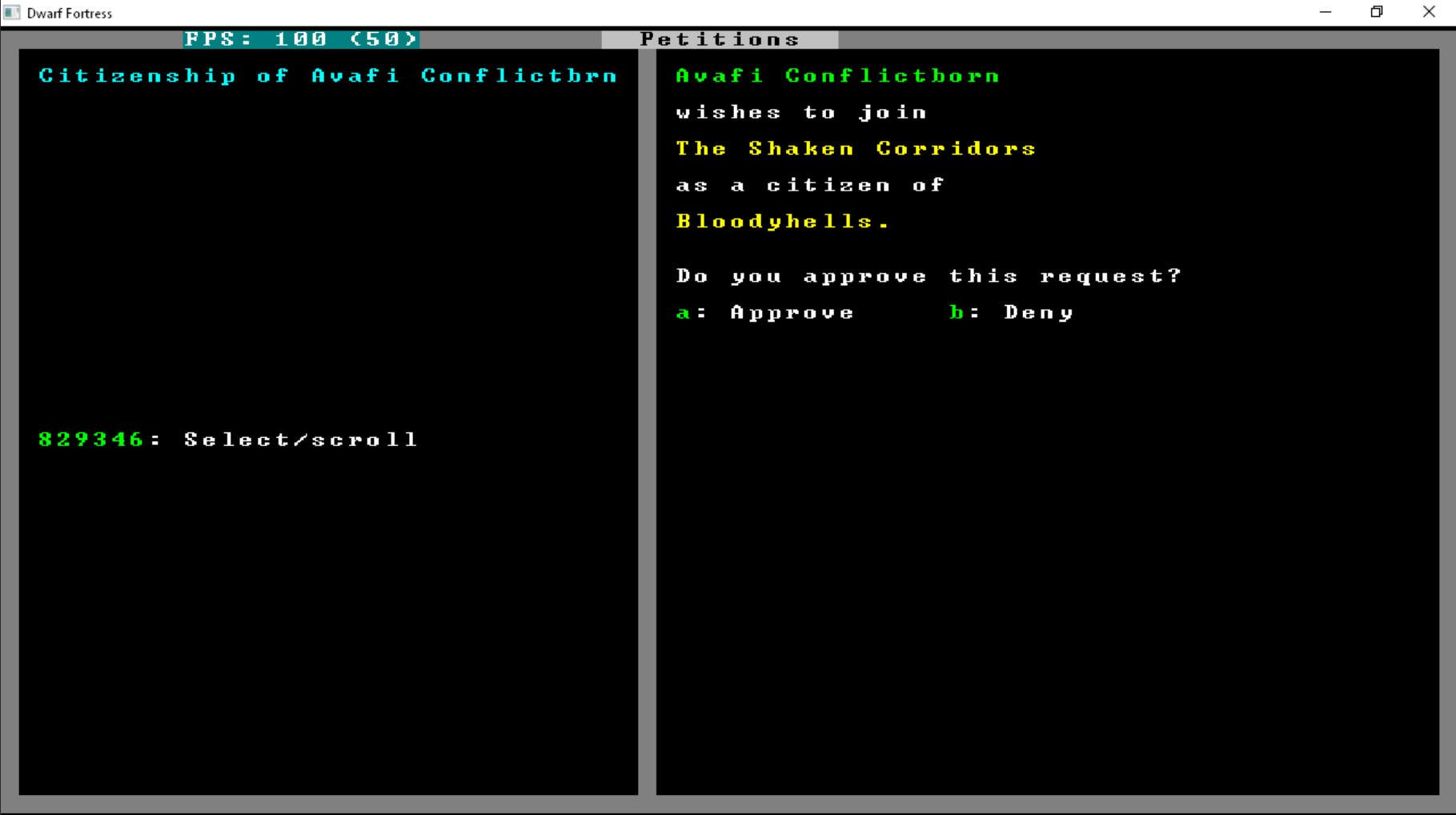
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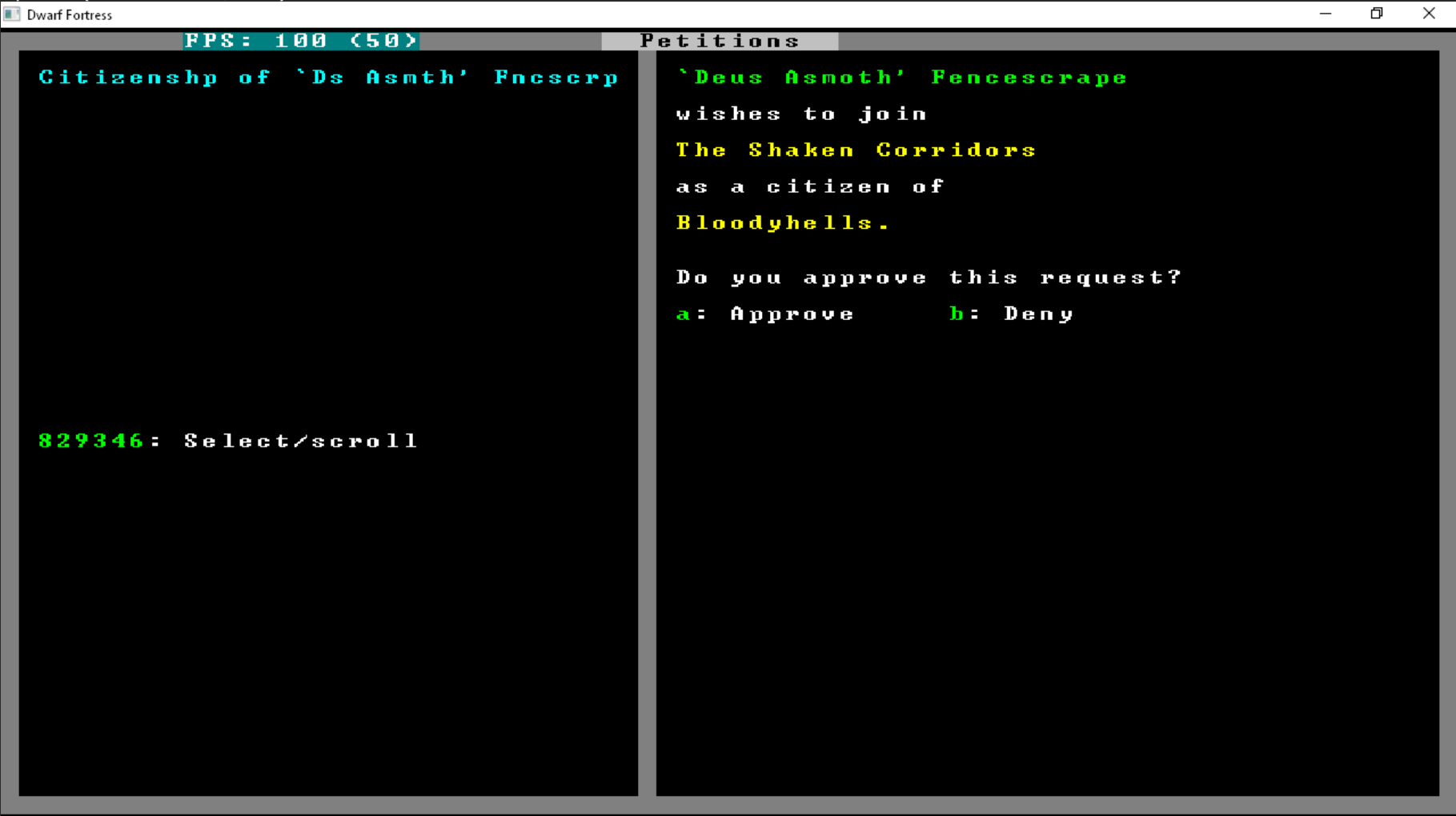
(<http://imgur.com/cTQ1D0I>)

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(<http://imgur.com/NaFb2k8>)  
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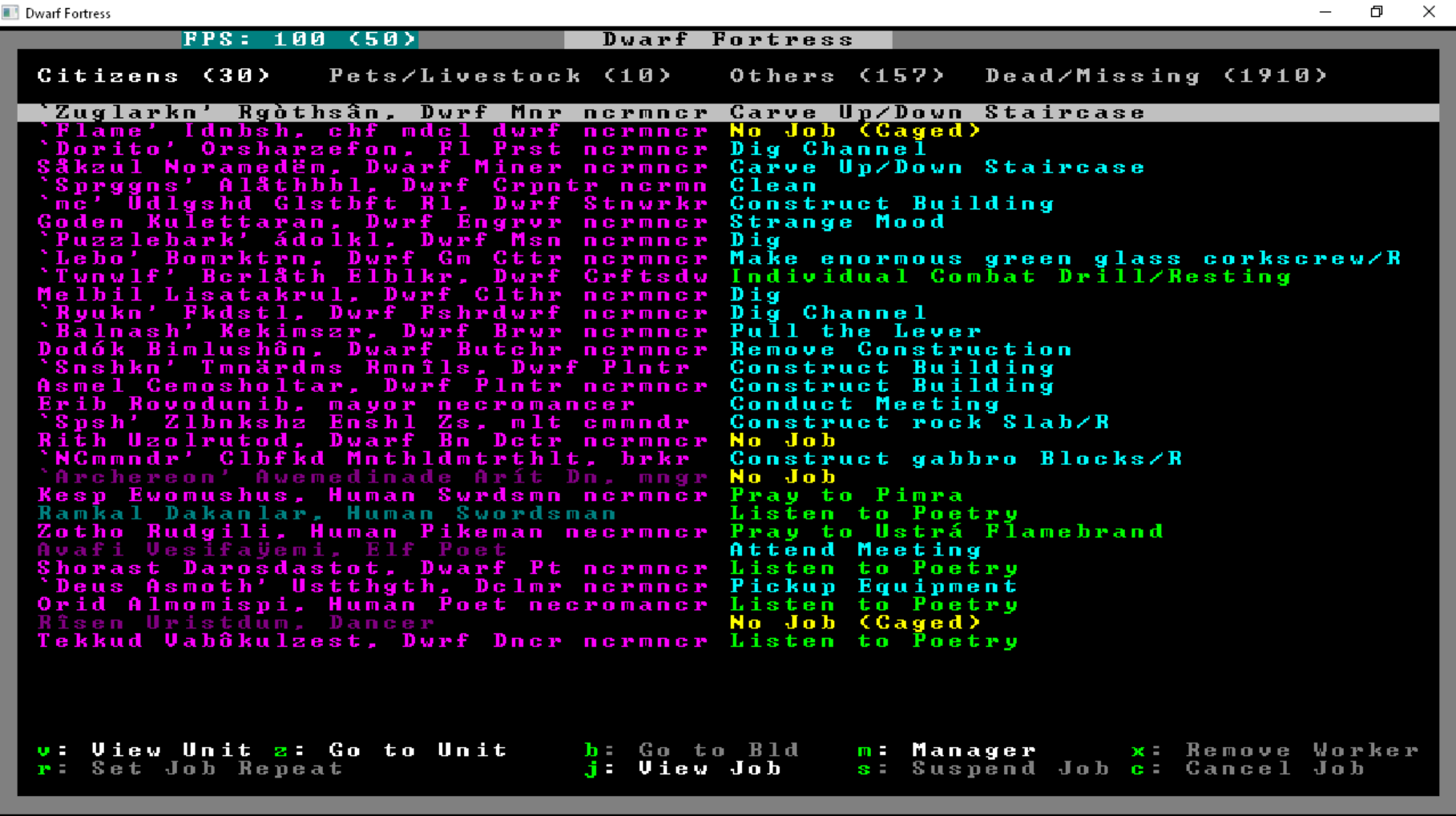


(<http://imgur.com/C6yAouF>)

Wait? Dues Armoth was not a citizen when appointed overseer? That can't be by the book.

WINTER is upon you

[Spoiler](#) (click to show/hide)



(<http://imgur.com/2JZdui5>)

Around 14FPS I think.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **September 04, 2016, 10:56:09 pm**

- First line: Uh-oh?
- Nice...library. Hey, you have your trusty spirit animal!
- There must be quite a pain with airlocks with that drake.
- Wood furnace? I thought we didn't have much trees?
- I see dead dwarves and a duck. The duck is alive.
- Is the Imic rotting?
- Cages huh. I guess the monster ooh they're not gone.
- oh you didn't airlock the drake. welp.
- Is Efamidipí a titan or FB? How come you still have doors? Poor goblin poet.
- wonder if alive elven citizens and raised dead wil incite a loyalty cascade.
- 14 FPS is bad :<

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **September 05, 2016, 01:06:00 am**

Quote from: Fleeting Frames on September 04, 2016, 10:56:09 pm

-There must be quite a pain with airlocks with that drake.

Airlocks! You misunderstand our security system, we're running open door surface to magma sea policy. Fast and loose. We don't have the dwarfpower for lever pulling and everyone's pretty chill anyways.

Quote from: Fleeting Frames on September 04, 2016, 10:56:09 pm

- Is Efamidipí a titan or FB? How come you still have doors? Poor goblin poet.

I don't know but it is a poet killing machine. Murders visitors like nobody's business. Everyone seems to pay it or the murders no mind and it's not interested in buildings either so we're just gonna pretend like nothings happening and keep letting visitors in.

Quote from: Fleeting Frames on September 04, 2016, 10:56:09 pm

- 14 FPS is bad :<

We'll beg for 14FPS before long

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **September 05, 2016, 01:09:39 am**

- I meant hatches and hanging doors, but how's there's still anything alive in the fortress? There's a whole zombie apocalypse out there! And here! And everywhere!
- Yeah, if it doesn't destroy buildings...Maybe let it stay as our pet. Not that hard to capture, but a free-range titan is cool.
- Uh-oh.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Imic** on **September 05, 2016, 03:01:36 am**

Do we have a hospital? Or do necromancers heal?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Dorsidwarf** on **September 05, 2016, 07:27:18 am**

Quote from: [Fleeting Frames](#) on September 05, 2016, 01:09:39 am  
I meant hatches and hanging doors, but how's there's still anything alive in the fortress? There's a whole zombie apocalypse out there! And here! And everywhere!

Zombies could care less about the citizens who are necromancers, so ???

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **September 05, 2016, 09:33:13 am**

I don't count those as alive. I meant the drakes and such.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **puterking** on **September 06, 2016, 02:47:14 am**

I've never done a succession game before, nor have I dug into the forums much, so....

Sign me up.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **September 07, 2016, 11:50:57 am**

Well, that is definitely a succession fort.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **September 08, 2016, 03:12:23 pm**

Workshops are busy at the start of winter. Ncommander is stumbling around oblivious again, thought he had got better and back to work. Shorast frees the caged dwarves finally.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/YOKoaqz>)

Flame, chief medical dwarf set out presumably for his civilian uniform before returning straight to work. Risen however will dance no more.

[Spoiler](#) (click to show/hide)





(<http://imgur.com/Quetrtrq>)

Work continues, some things I might want to keep a spectral eye on.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/5eHld0G>)

And some things I really should have kept a spectral eye on.

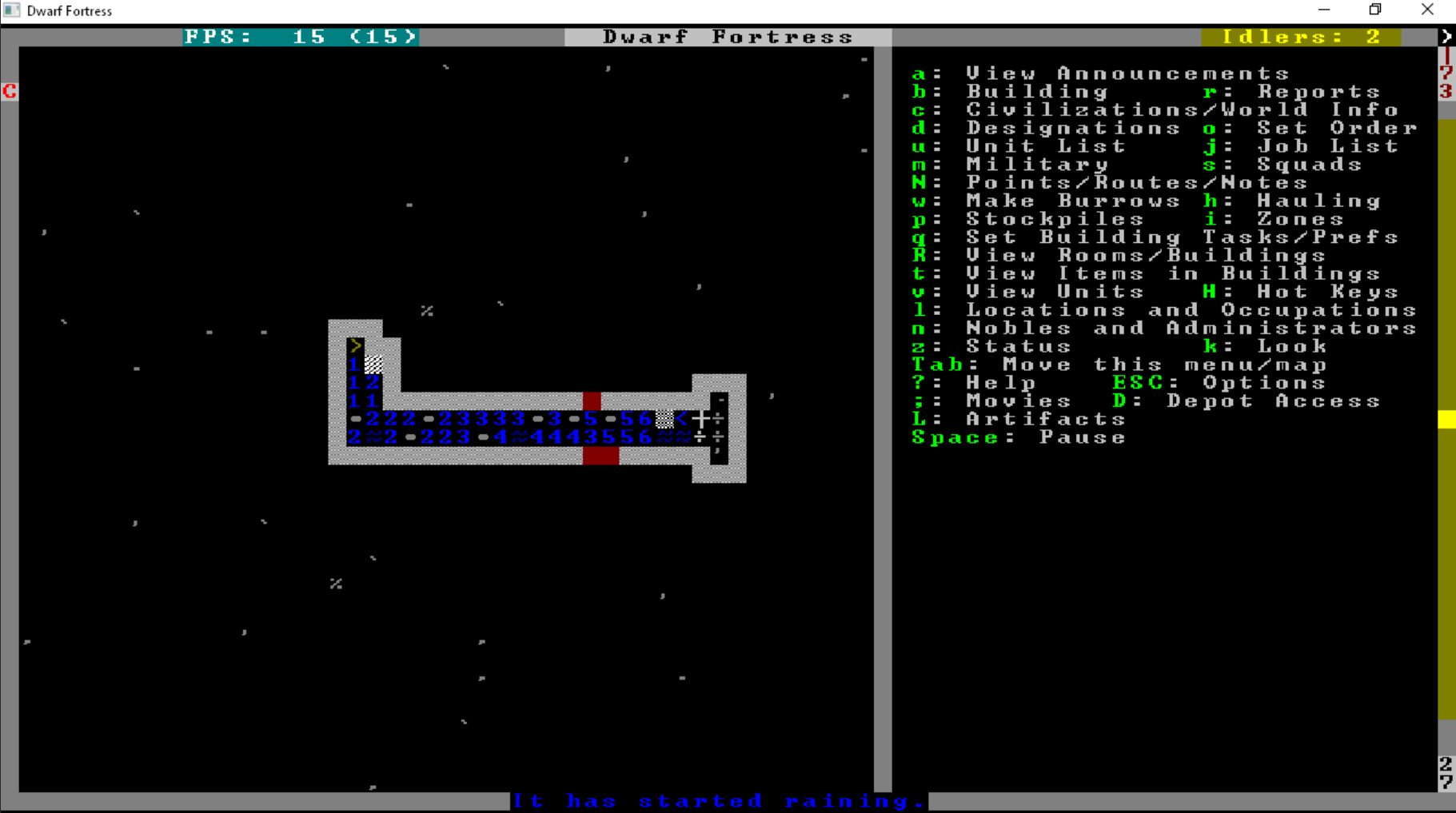
[Spoiler](#) (click to show/hide)



(<http://imgur.com/6BC4p62>)

The miners have followed the pump stack plans straight up into the aquifer. Water is pouring from the ceiling down the access stair and spreading out at the base. Jobs are cancelled and labour redirected to separate the access stair from the stack with a door at the top level and hatch over the stairs there as well to stop the flow of water before it compromises the lower levels. It has already started to pour into the lowest.

[Spoiler \(click to show/hide\)](#)



(<http://imgur.com/cal5QuX>)

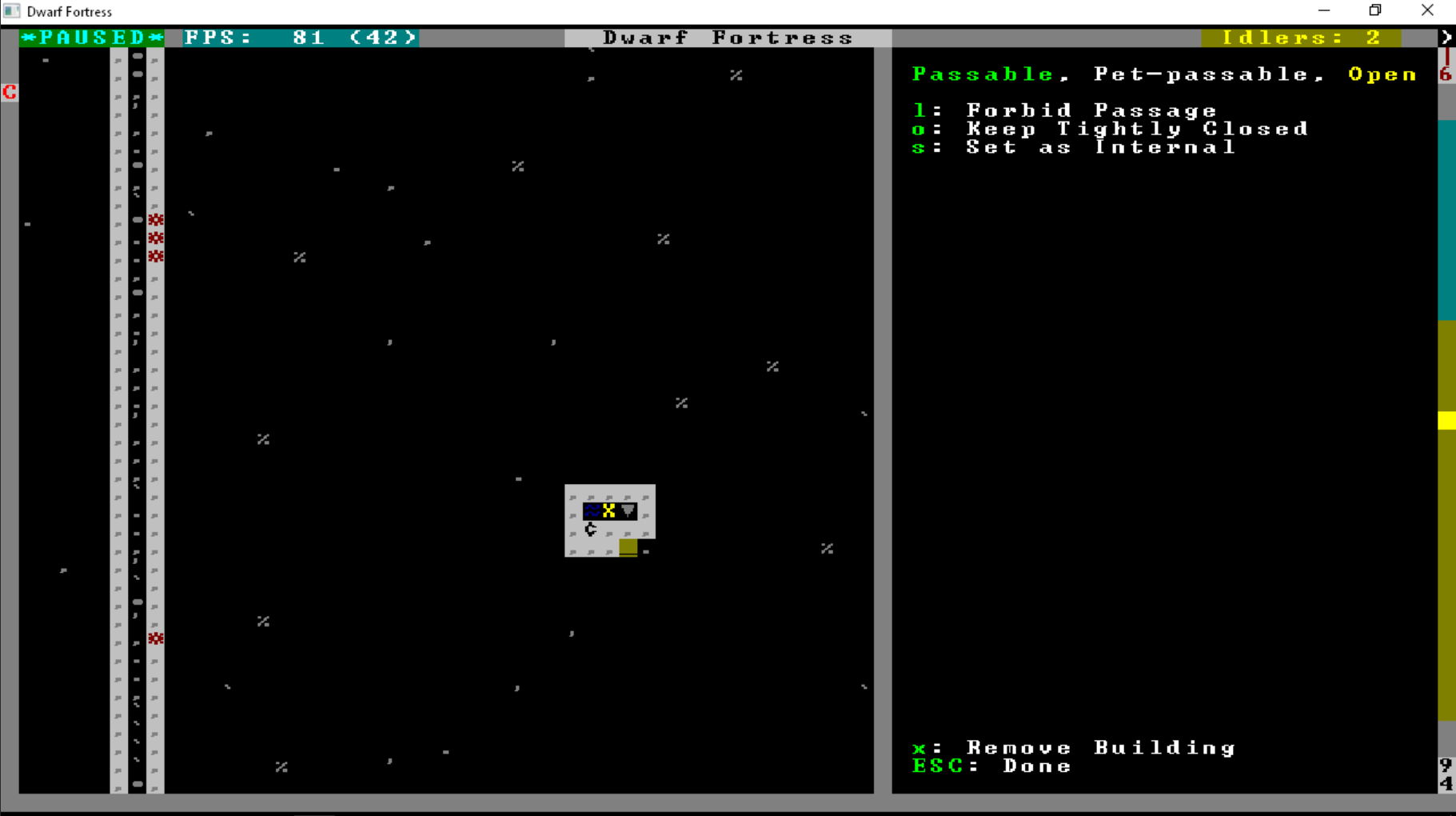
[Spoiler \(click to show/hide\)](#)



(<http://imgur.com/MxPofJo>)

Progress is swift, the door is up in no time and the first hatch was just put in by some dwarf who stood in the doorway to do the job - and left the rock he moved to do it propping the door open.

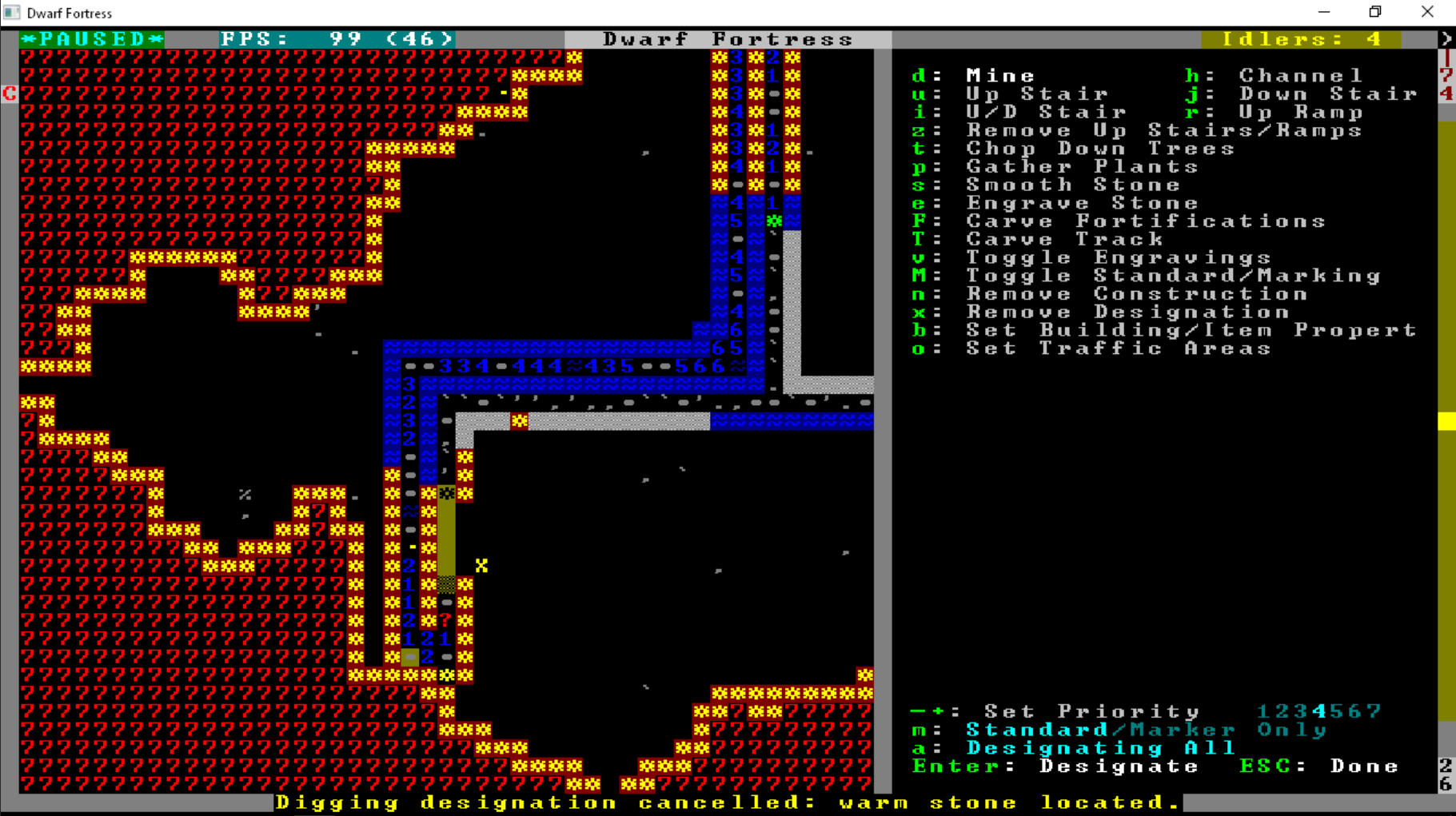
[Spoiler](#) (click to show/hide)



(<http://imgur.com/OY1tMkB>)

The low-priority delay of the rock dumping job is offset by the installation of the secon hatch diverting the aquifer leak down the pump stack where surface area soaked a lot of it up. By the time the leak was stopped the lowest level had been flooded enough to temporarily trap workers but not so much that it will significantly affect progress.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/c7kwyXM>)

Meanwhile there have been some uncharacteristic husk and undead interruptions of the necro-workforce. Occasionally resulting in violence.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/AEikItK>)

Some lord consort necromancer visited, waited a while in the nefarious fog then got in a fight with a goblin scholar. Another Risen, an astronomer, visits from upwind and decides entering the fort is the best idea.

[Spoiler](#) (click to show/hide)

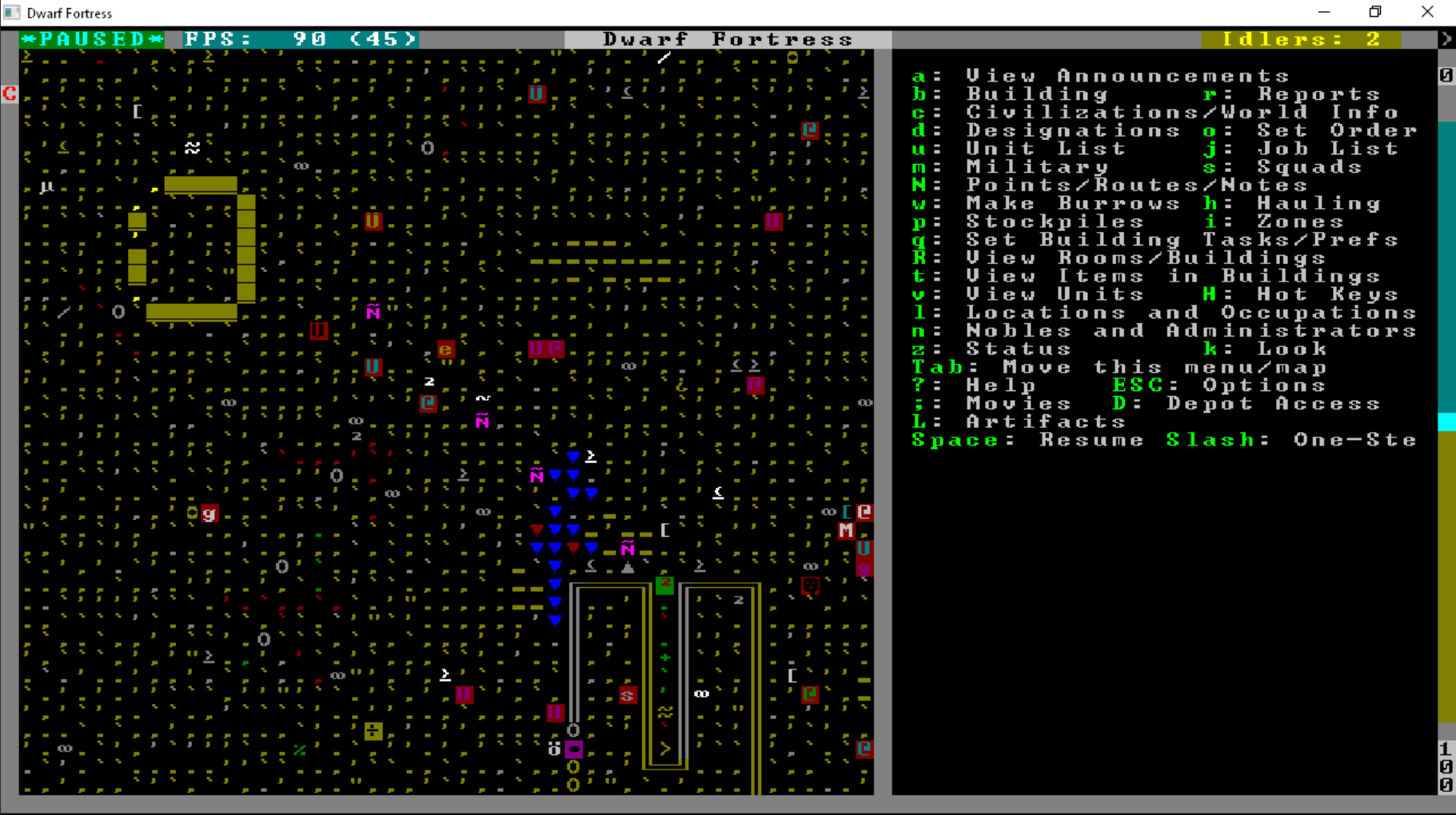




(<http://imgur.com/hyRe1D1>)

With the danger passed the surface is again permitted for the miners to work on correcting the aquifer leak. Risen the astronomer is mace-beaten to death in the tavern by the human maceman nefarious fog husk that hangs around. Some crundle corpses are dispatched by the military.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/pCvdBeY>)

The action continues in the tavern with a new contender making itself known by showing up and tearing apart a mutil-cultural group of visiting entertainers. The locals are entertained.

[Spoiler](#) (click to show/hide)



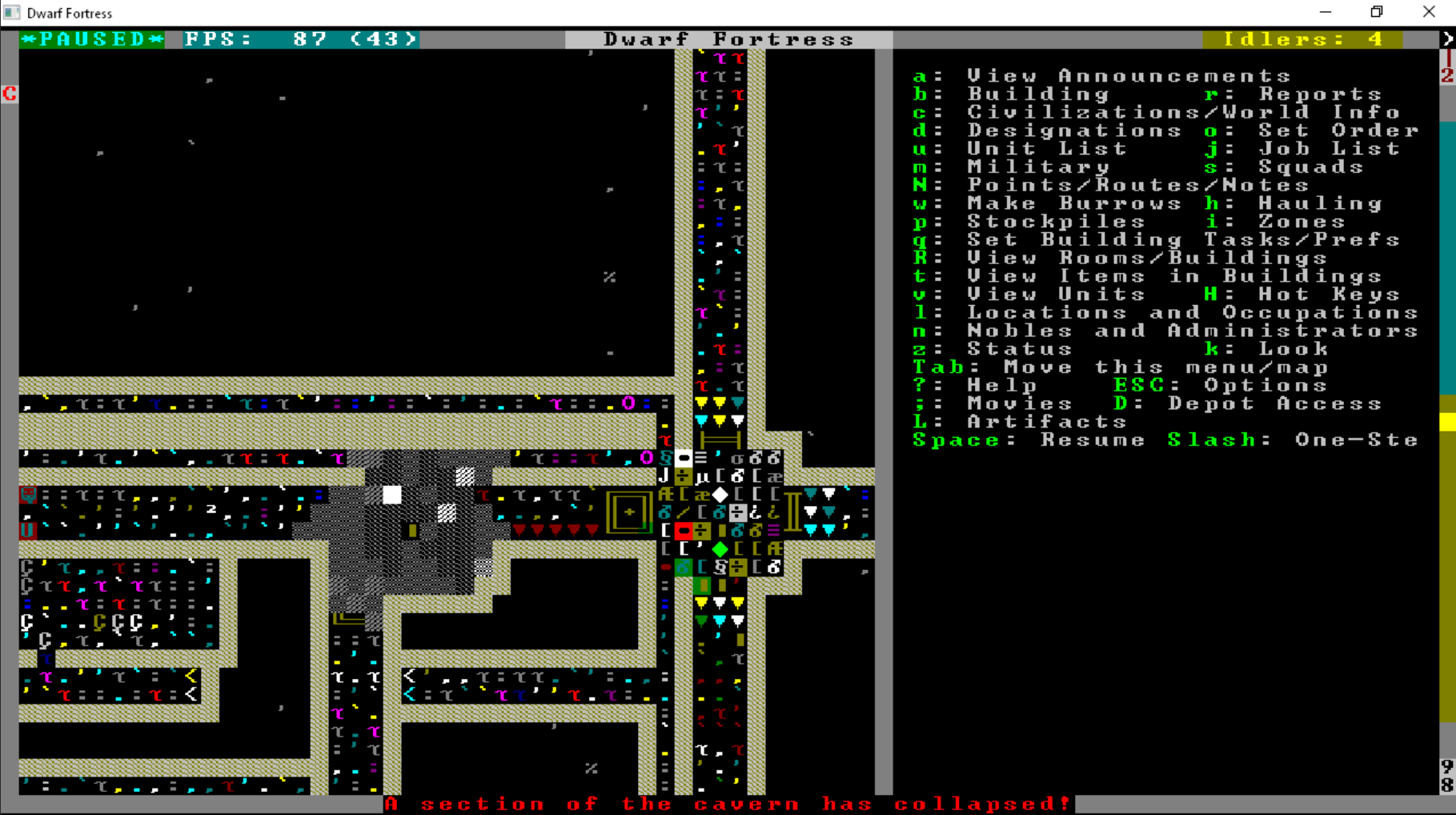
(<http://imgur.com/1mpFLAO>)  
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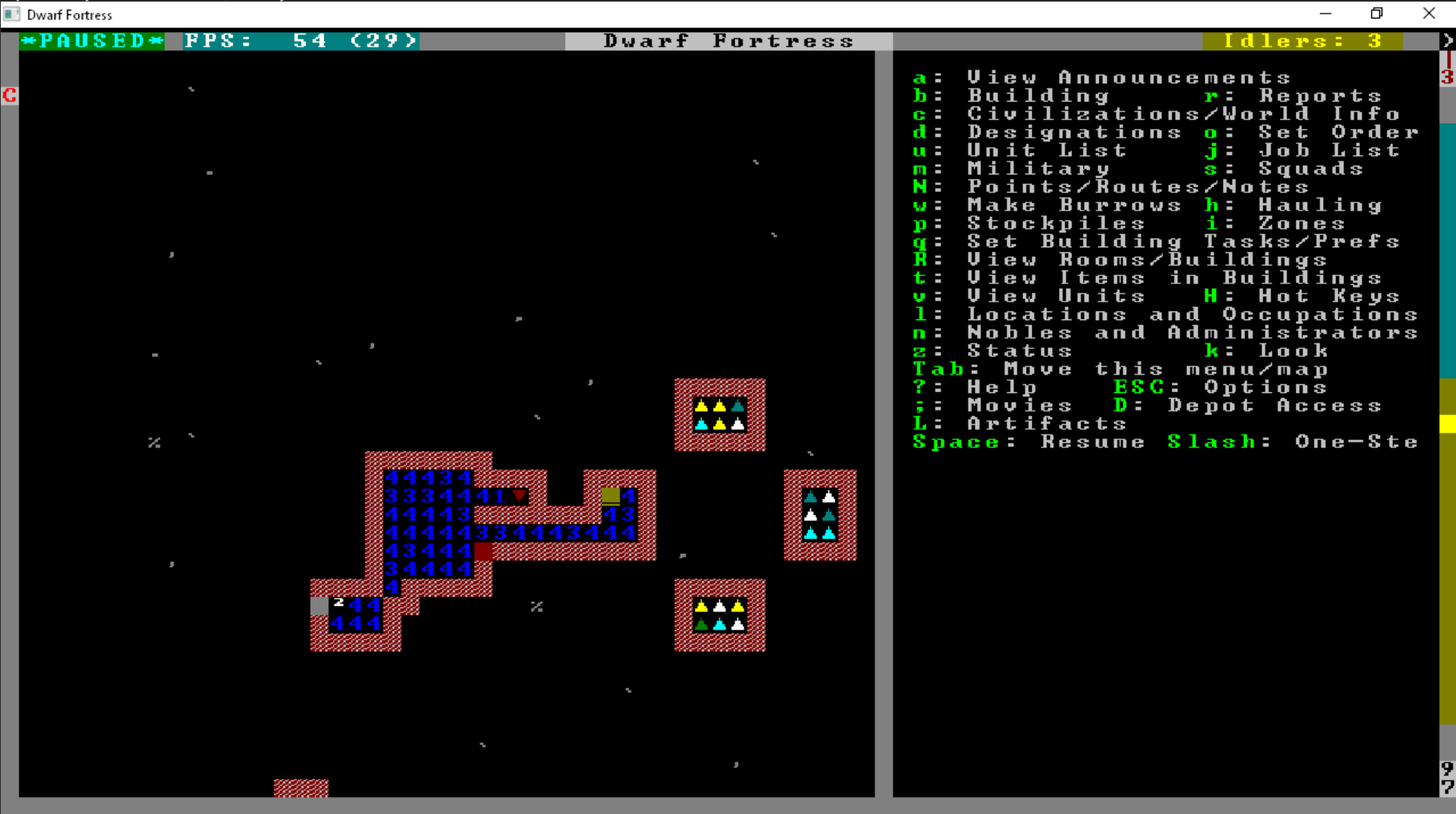
(<http://imgur.com/swbSd12>)

Another theropod is noted in the caverns, Lene Cuthabeiru, a webber. One to keep track of.  
The aquifer plug is dropped through part of the wagon tunnel system. The displaced water ended up being too much to evaporate and so was drained back into the aquifer.

Spoiler (click to show/hide)



(<http://imgur.com/leiD8aG>)  
Spoiler (click to show/hide)



(<http://imgur.com/G8c03FD>)

Goden, the mooded dwarf finishes an obsidian bracelet after waiting rather a while for the bones.  
The hole in the surface made for the aquifer plug is half built over.  
Archereon, who has been having quite a tough time living in the fort has finally met his match stumbling into a blue peacock head skin on main stair new residential level.

Spoiler (click to show/hide)



(<http://imgur.com/IpJ81Np>)

The commotion attracts Ted Sladazop's corpse which actually starts doing some damage. Risen's corpse make a now headless reappearance and is again struck down by passing chief medical dwarf necromancer Flame. The Night Guard is sent in the thin out the crowd after three disembodied manera hands suddenly all lay into Archereon's unconcious body at once. Back down to just the peacock head skin, the interruptions continue on the main stair. Worse now it seems Erib, the mayor, and Zuglarkun are stuck fighting the thing as well after trying to pass by. On an impulse the walls separating the main stair from the housing halls are dug out. The fight flows into one of the bedrooms to be dealt with later. \*click\*

Spoiler (click to show/hide)



(<http://imgur.com/MPvkZ4Q>)

A round of prioritized dumping seems in order. It seems the recent peacock skin battles may have been related to sloppy attempts at providing bones for Goden's mood. Spring is a few days off and will hopefully bring some new life to this place. Spoiler (click to show/hide)





(<http://imgur.com/tFC7Xmr>)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **September 08, 2016, 07:05:47 pm**

Good to know I'm still alive. Sort of.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **September 09, 2016, 03:17:15 am**

How many caged dwarves were undead?

Sucks about Risen.

Don't engrave yourself! It's like weeping angels and mirrors!

Haha, "it has started raining" indeed.

Risen's death was terrible.

Nefarious fog necromancer...Is that a threat?  
I think I'm going to have hard time telling what is dangerous.

Aren't aquifers easier to penetrate from below? Whatever, you're the boss-ghost.

Necromancer medic...Conflict of interest, anyone?

2x4 rooms? Unusual, haven't seen that before.

Poultry skin is most delicious.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **September 09, 2016, 04:42:23 pm**

Yeah, haven't seen the 2x4 rooms anywhere else either.

And a nefarious fog necromancer is a serious threat, yeah. They'll probably be hostile to everyone.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **September 09, 2016, 05:40:35 pm**

So...I think I'm still alive right now? Cool. Though I gather than I'm getting beaten up by a skin.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Evaris** on **September 10, 2016, 11:24:22 am**

PTW, would love to get a dorf and maybe a chance at this madness sometime.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **September 12, 2016, 03:35:09 pm**

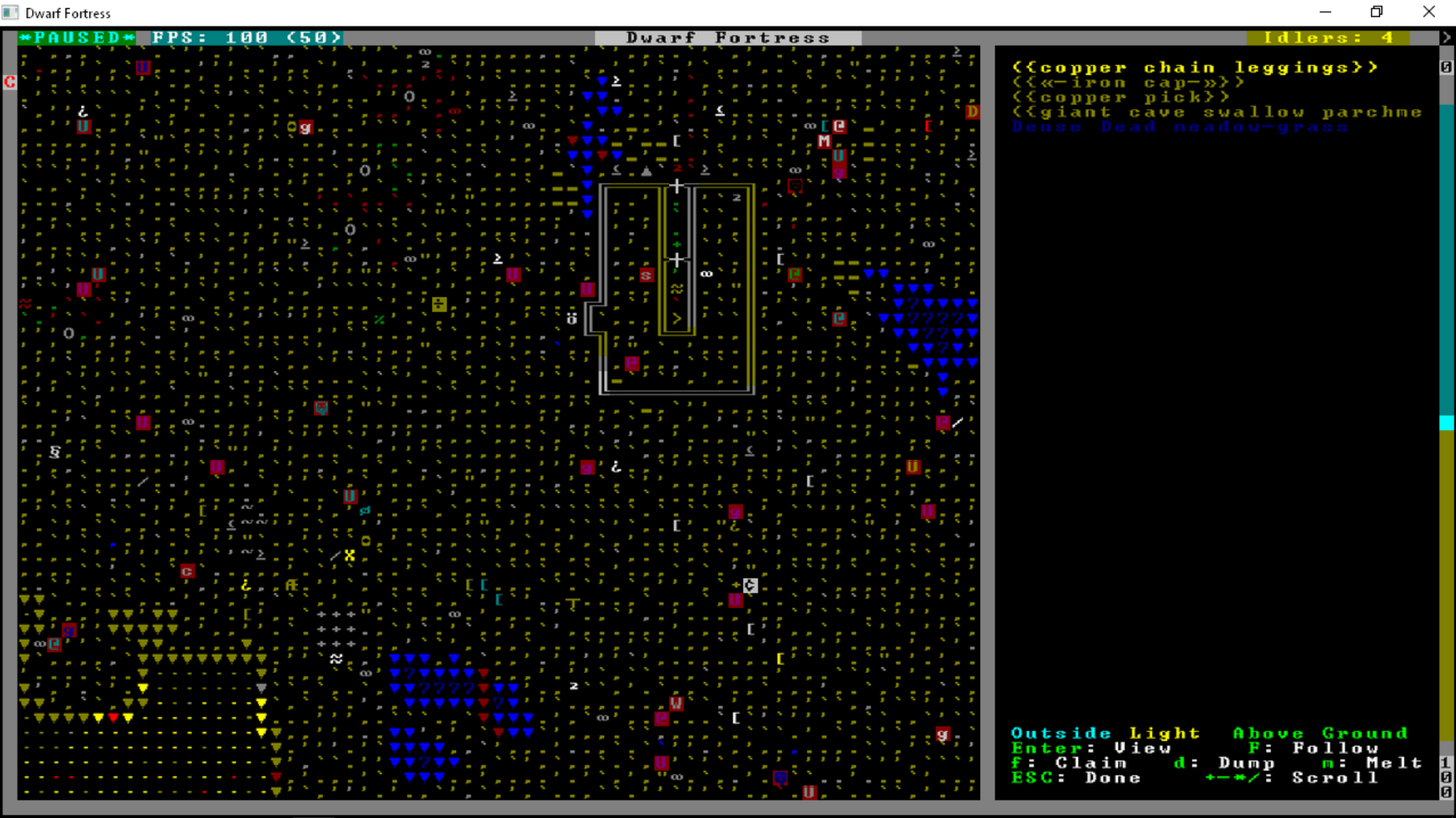
Zutthan Authortrumpets Ranger's Field Journal

Urdim said we'd never live to make it here but I know the overland ways.

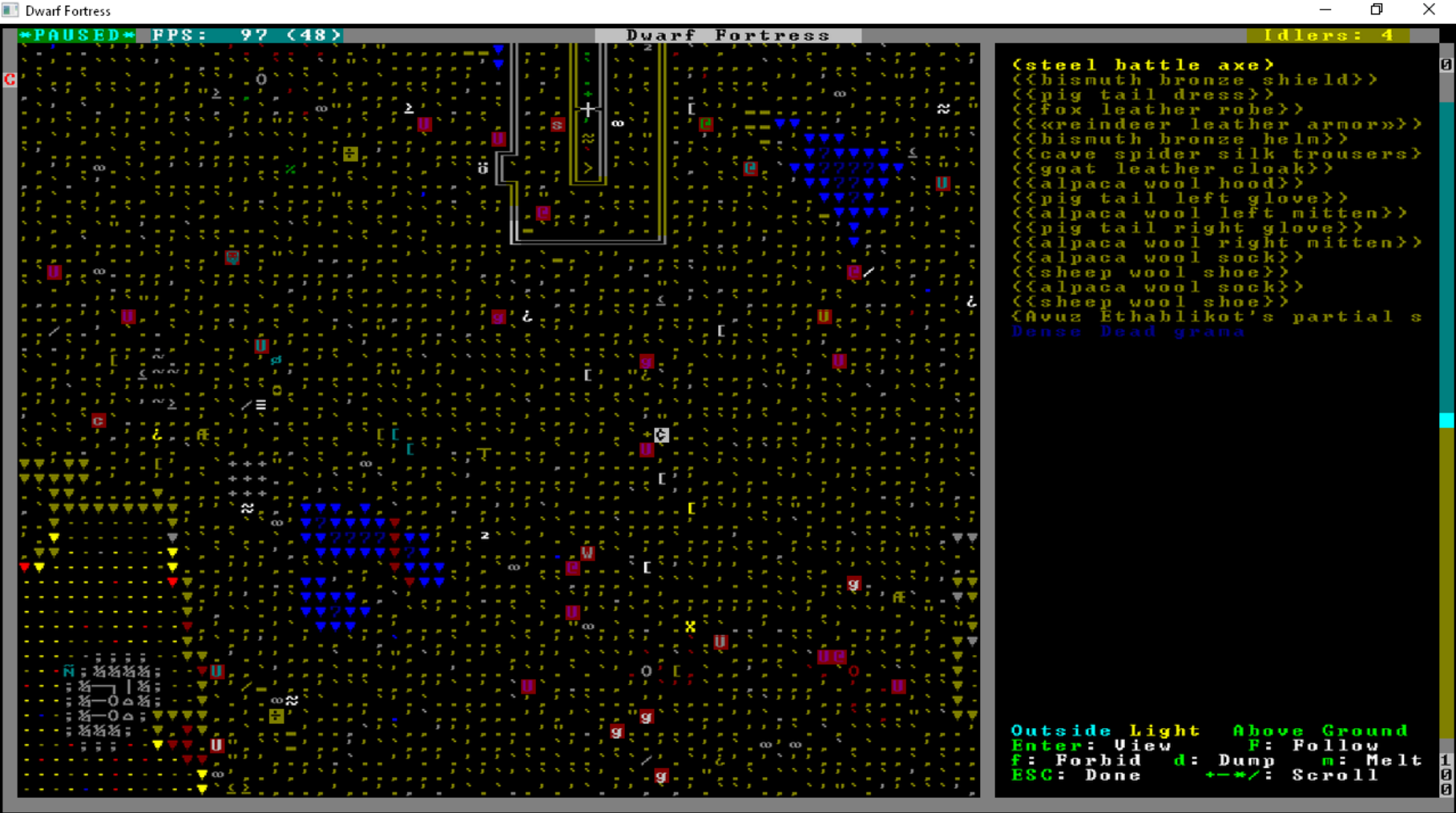
Bloodyhells. Everything they said it would be.

[Spoiler](#) (click to show/hide)





(<http://imgur.com/6fRVGuT>)  
[Spoiler](#) (click to show/hide)

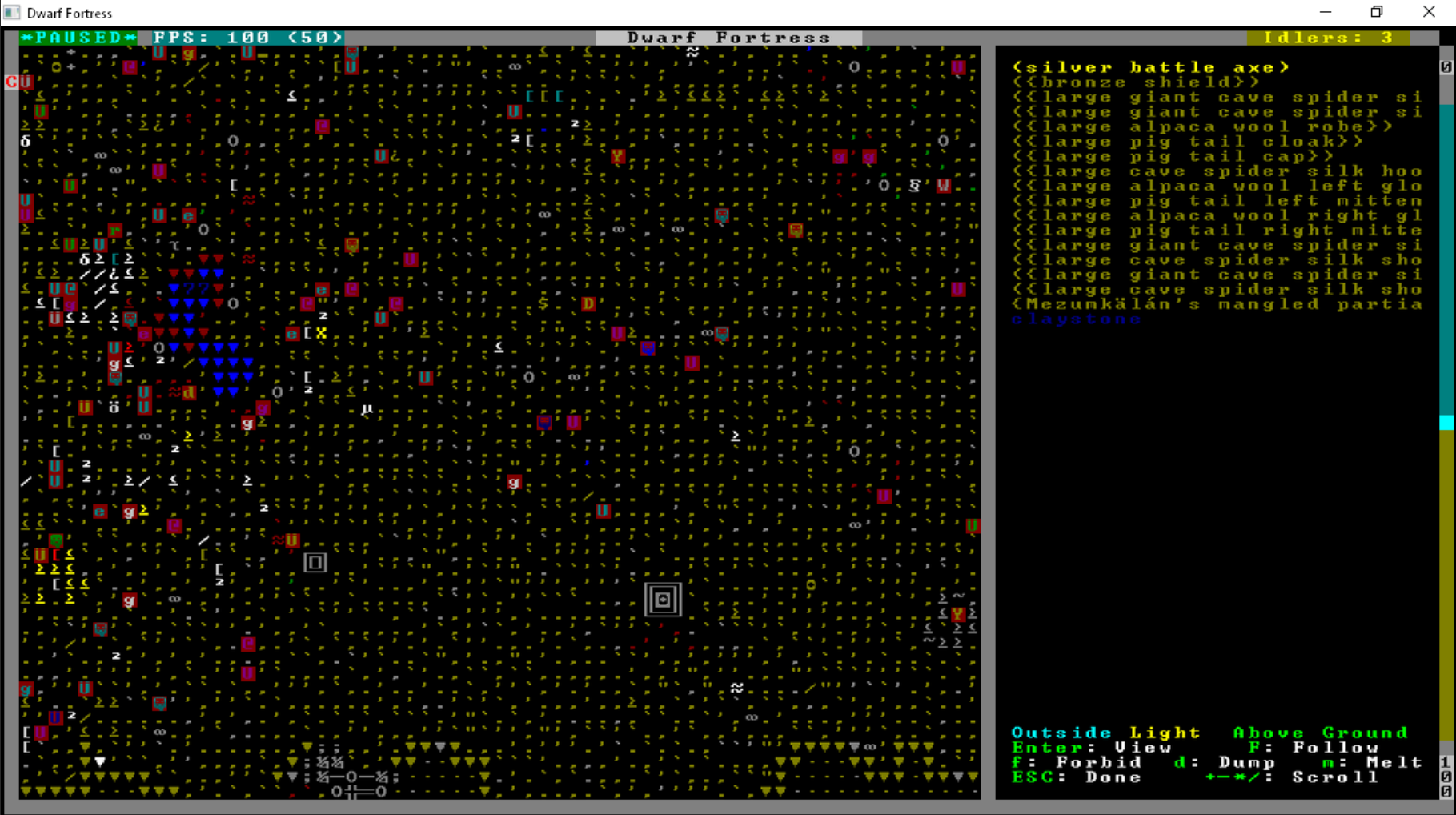


(<http://imgur.com/M47RZBp>)

Urdim rushes back warning of a giant bugs south by the shore and picks a safer axe.

[Spoiler](#) (click to show/hide)

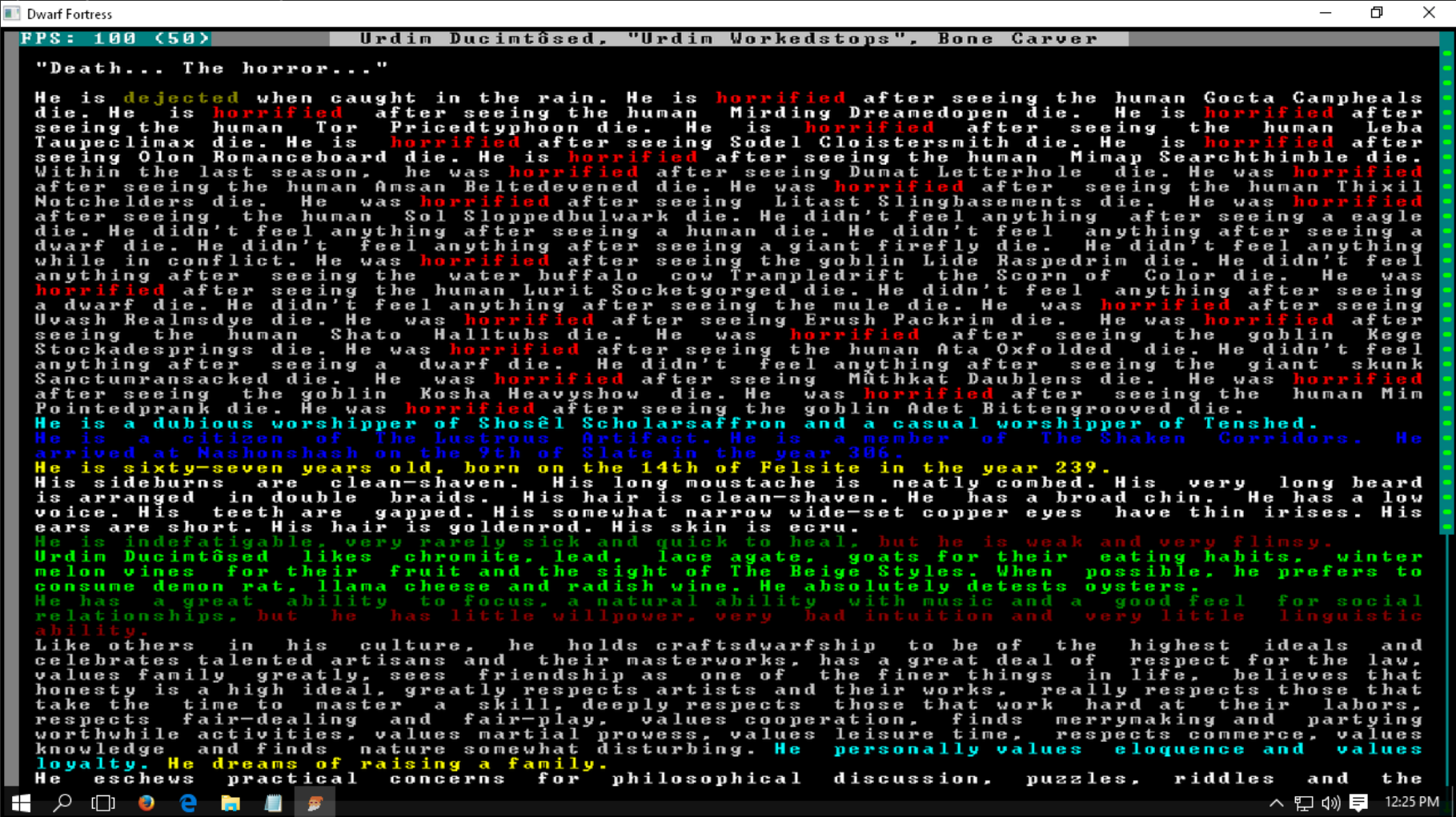




(<http://imgur.com/OzX7IKs>)

He does very little work before the morning's events get to him. I let him take a break. He's only a moment.

[Spoiler](#) (click to show/hide)

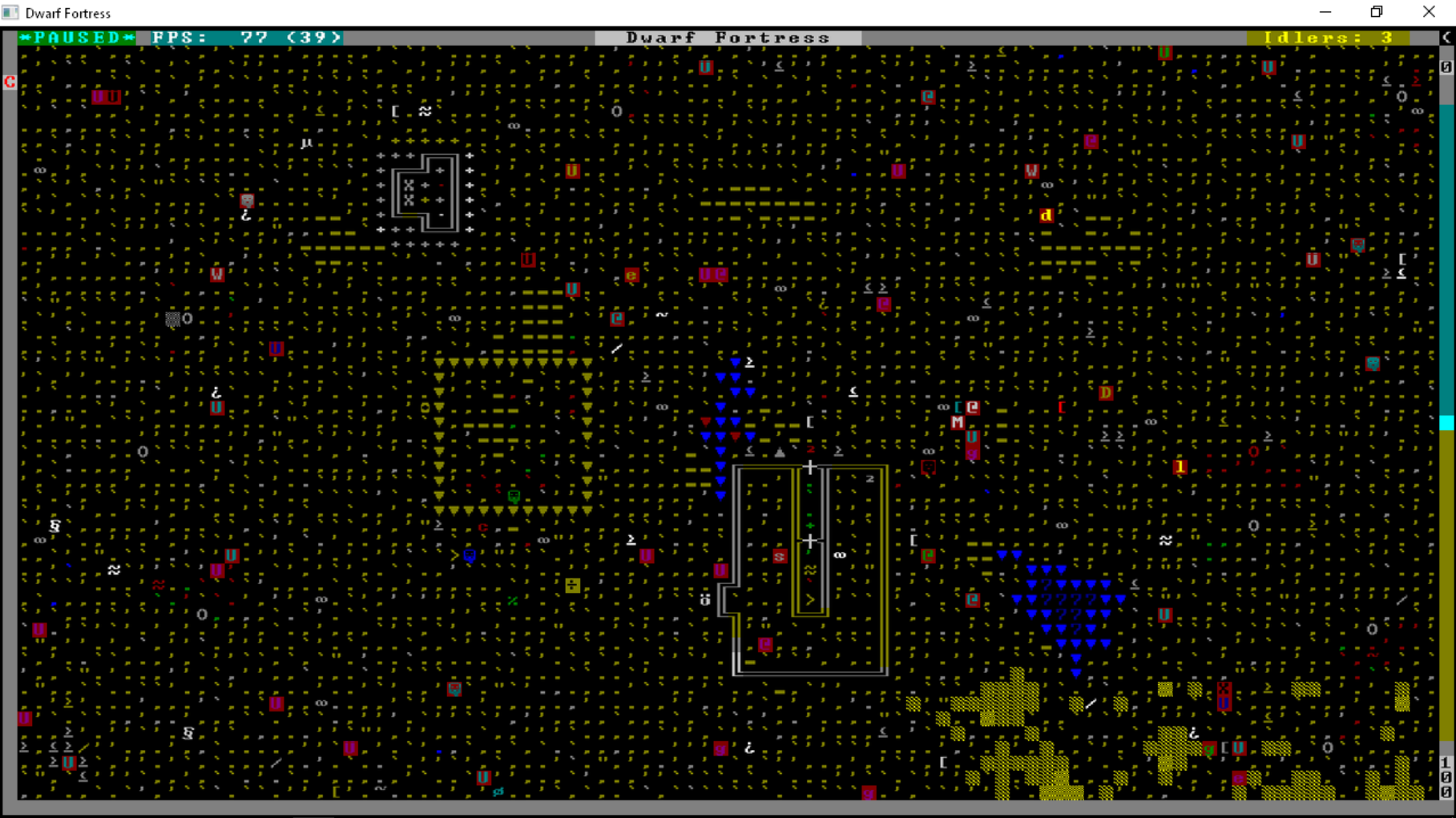


(<http://imgur.com/MooGMpa>)

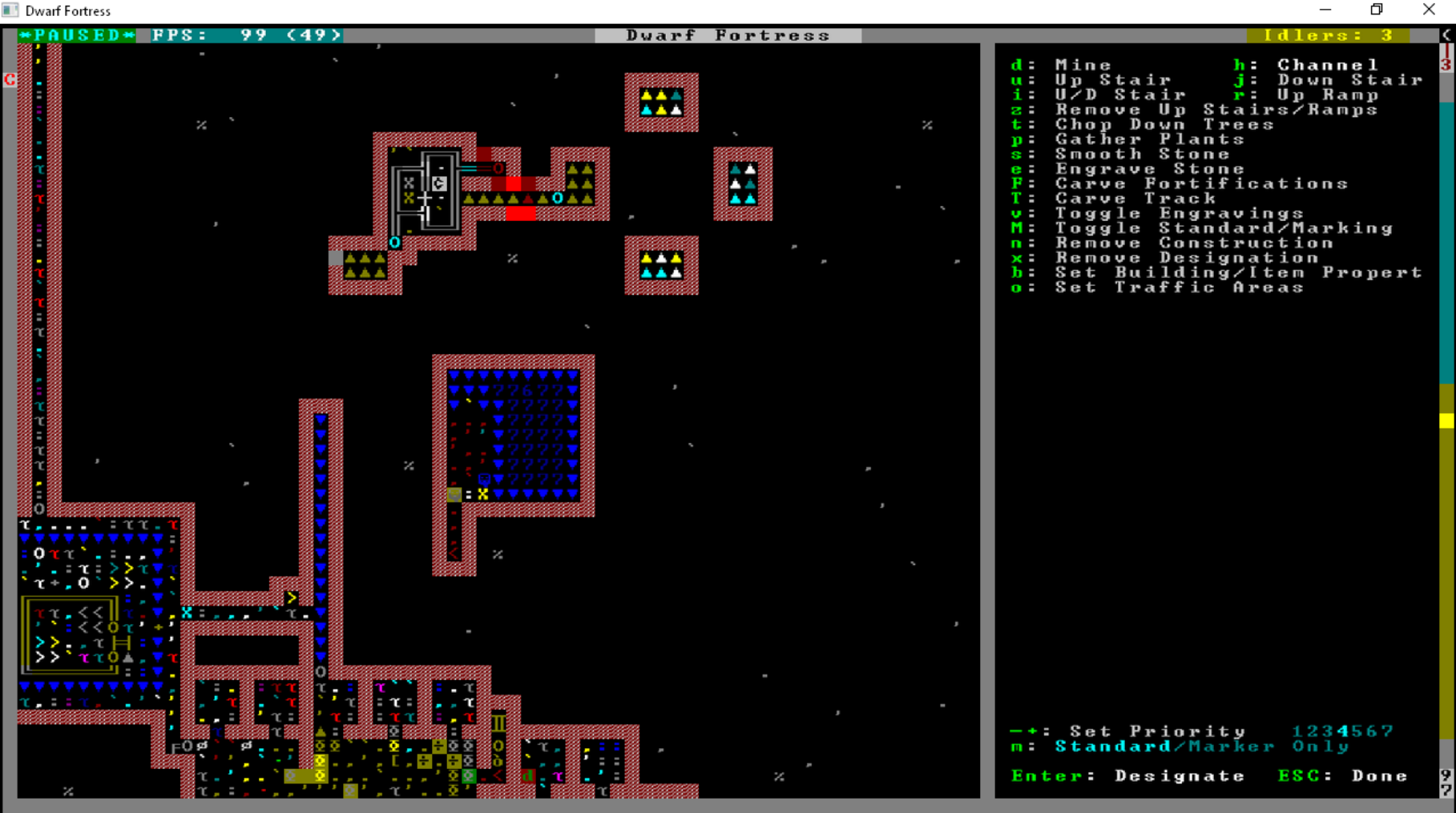
After most of the work is done on the aquifer plug, a cloud of this nefarious-looking mist roils in from the south east. Urdim's fear seems prudent and we wait it out working at the bottom of the dig.

[Spoiler](#) (click to show/hide)





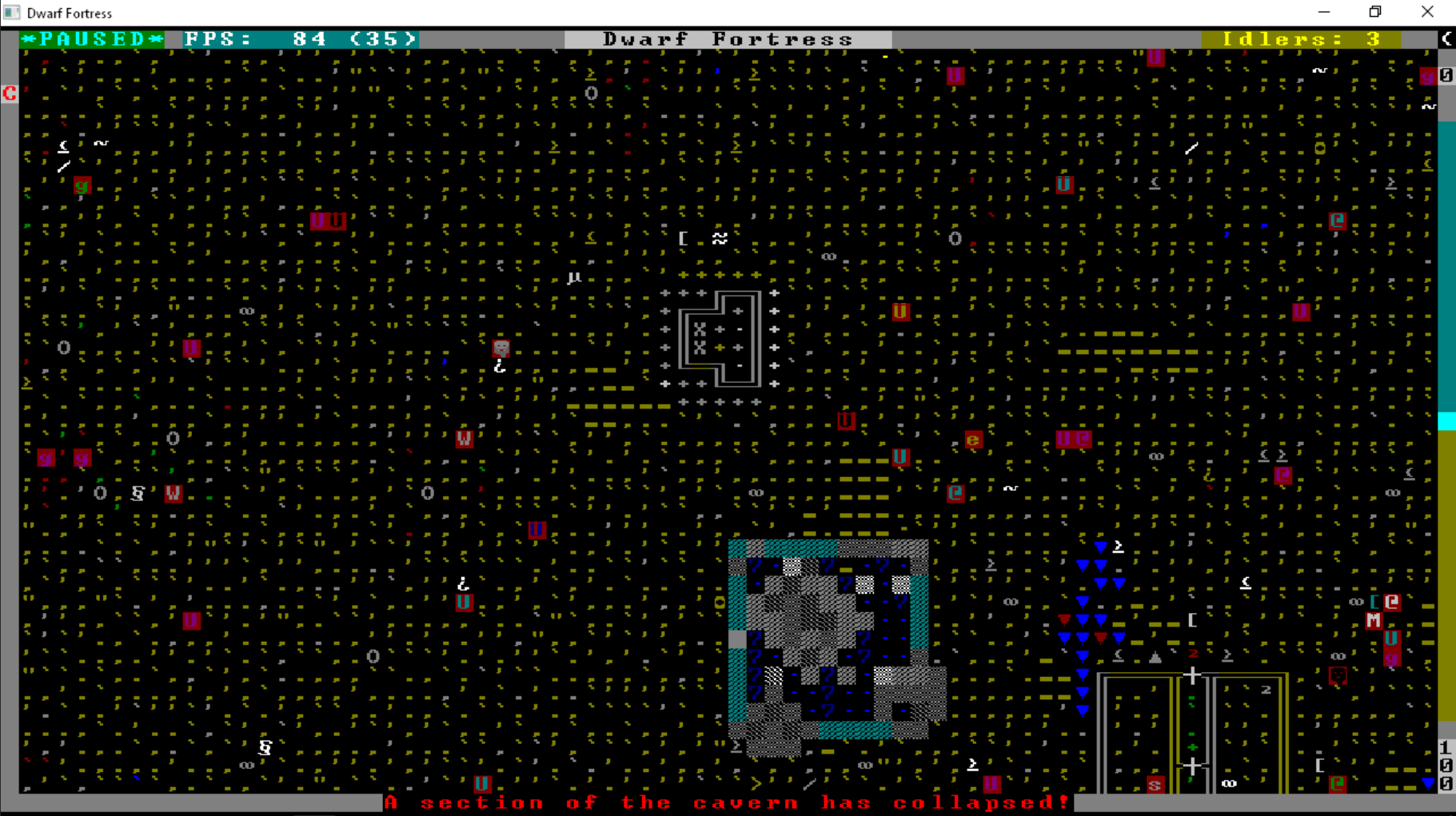
(<http://imgur.com/MIP6wfK>)  
[Spoiler](#) (click to show/hide)



(<http://imgur.com/SIQgHqt>)

It's passed by the time we're finished. Urdim is pressured into breaking the last support floor since we can't spare the time for mechanics.

[Spoiler](#) (click to show/hide)

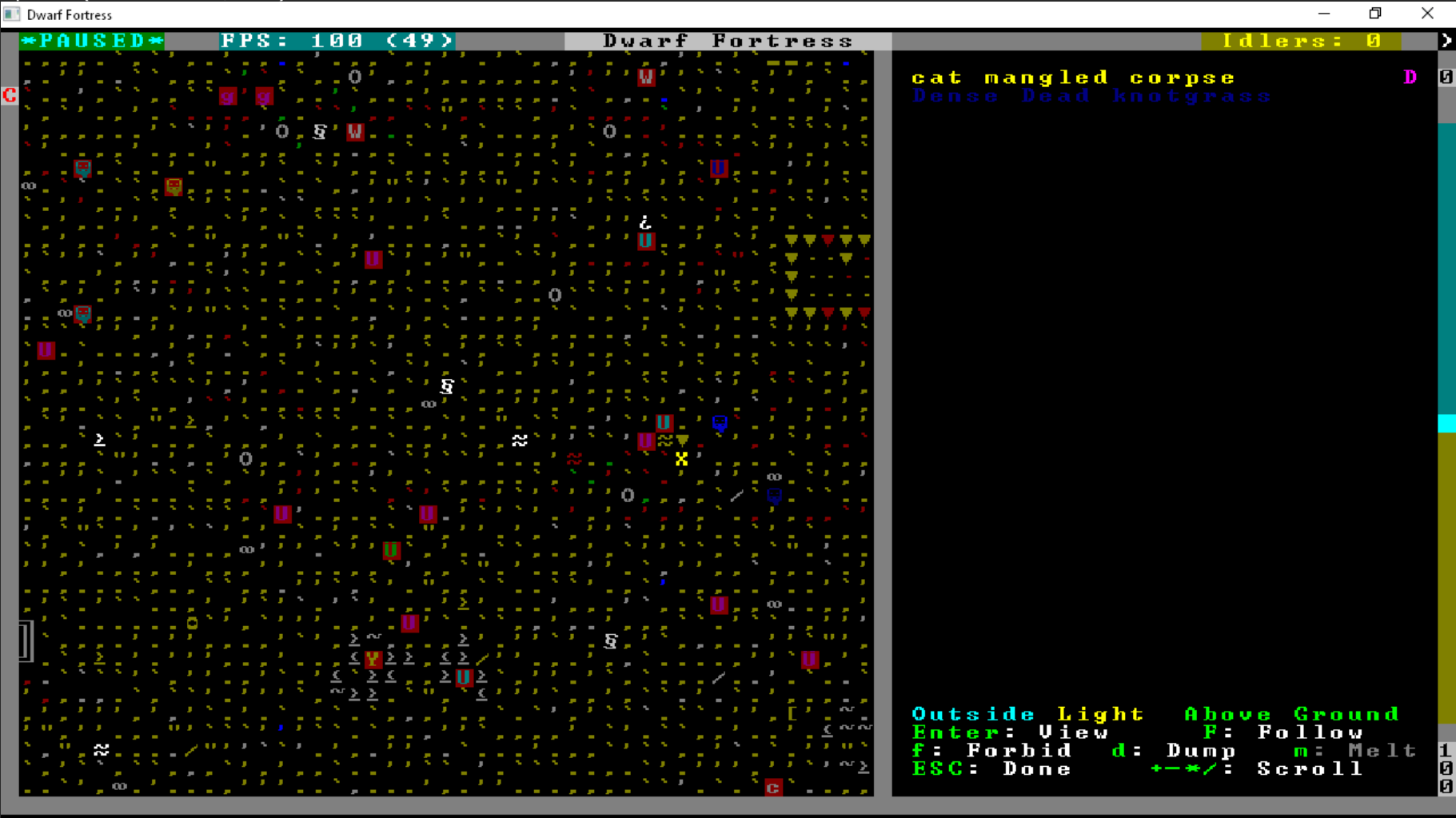


(<http://imgur.com/wXx1Cih>)

Everyone gets knocked out. I'm a little fuzzy but I think I saw a dizzy kitten fall out of a tree. While we let the dust settle we scouted out four barrels of dwarven wine in another trader's wreckage.

After a drink I noticed a new trail of fresh blood. Headed fom the tree it ended at the corpse of the kitten that had fallen out of it earlier. The very next time I came outside the cat corpse was moving. The four of us rallied together and kicked it to more death. Urdim and Shem get it floored over in a small hole.

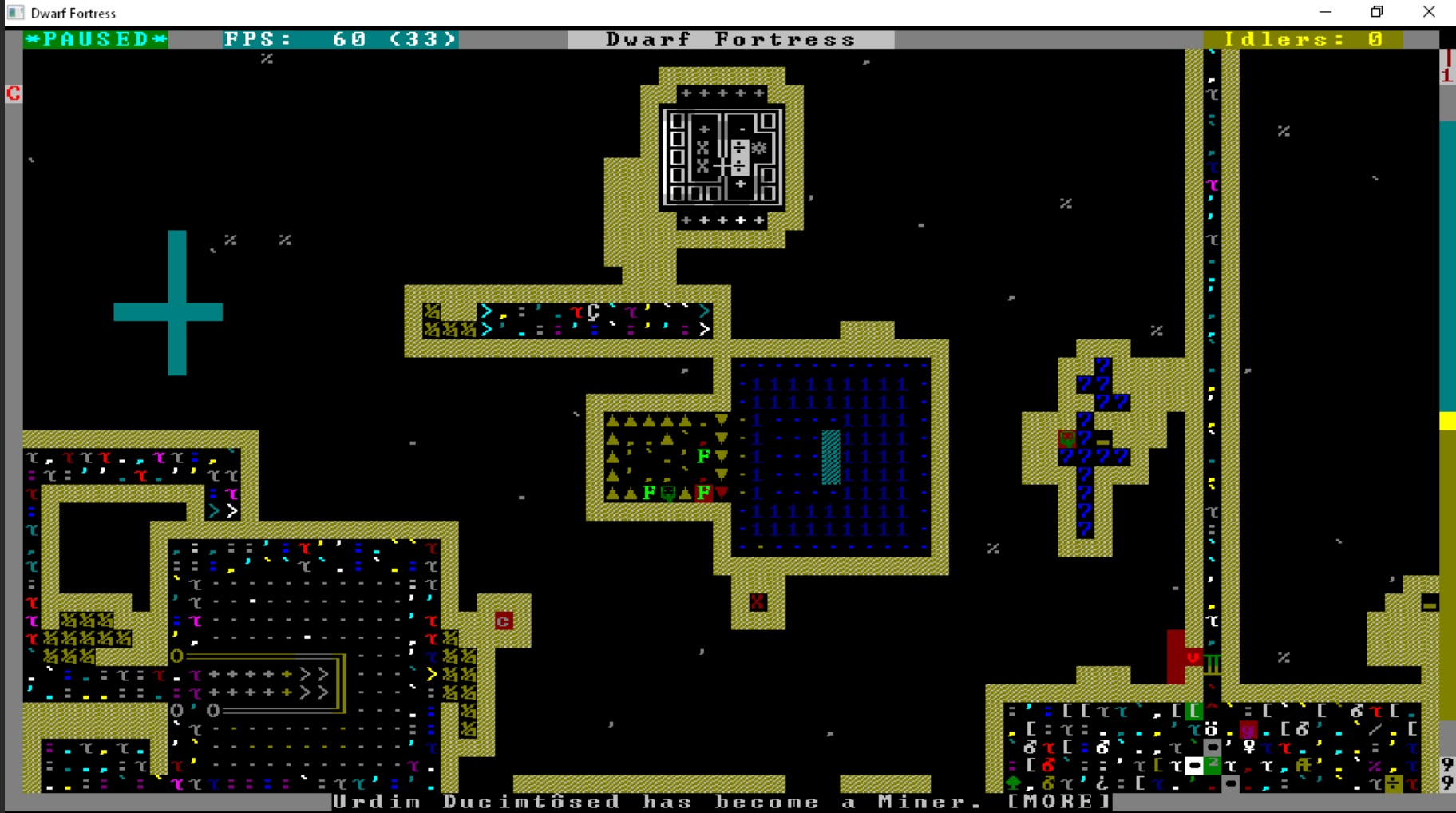
[Spoiler](#) (click to show/hide)



(<http://imgur.com/wGDKzeA>)

I was working on delving deeper when Tosid shouted a warning. The giant Fireflies Urdim saw on the shore were pouring into the dig. Undead chitinous shells rained blows on me as I fought my way out of the dead-end of the dig.

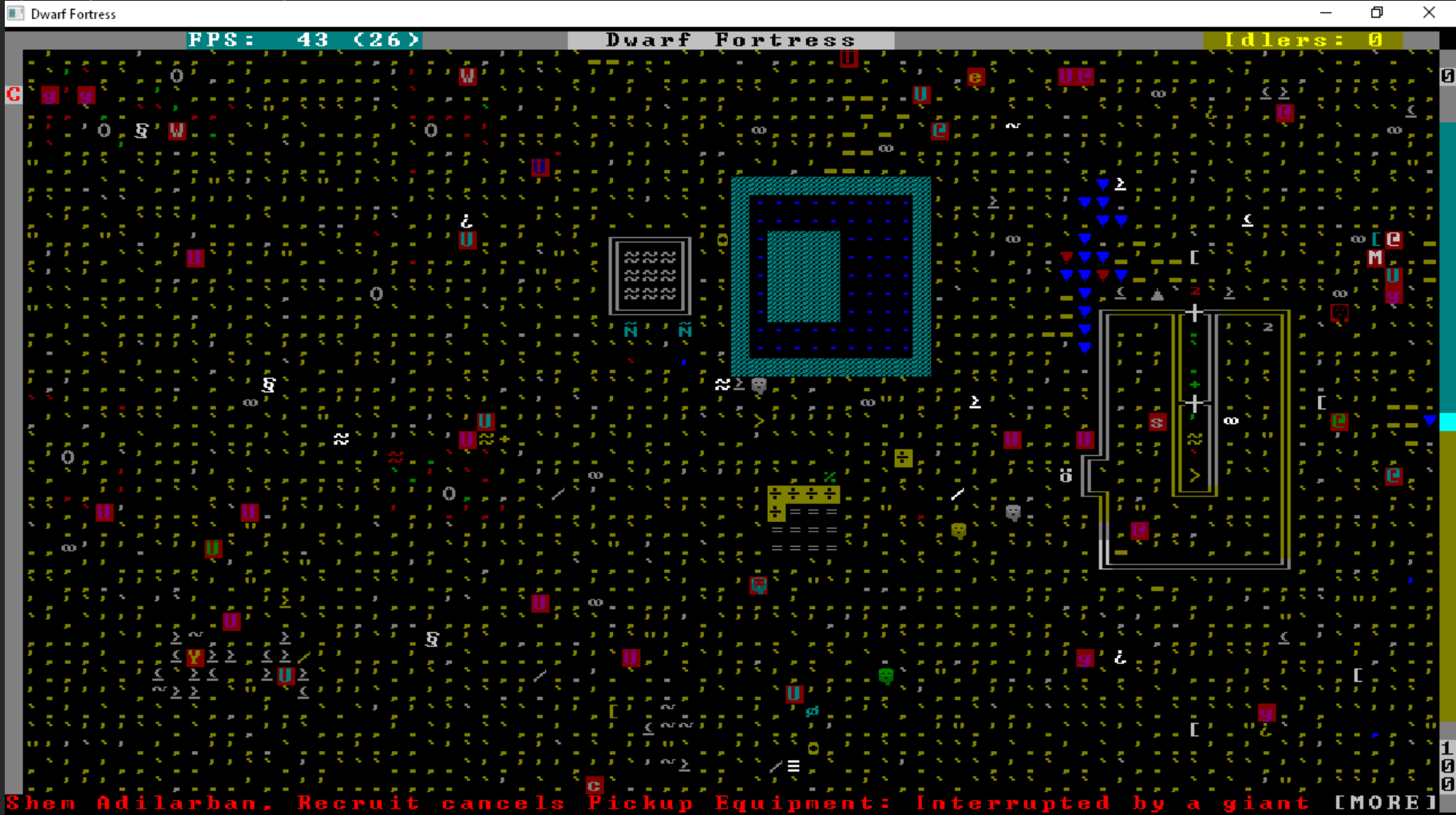
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(<http://imgur.com/efIjq0i>)

Outside with the others, Shem yelled He'll distract them while we try to find weapons.

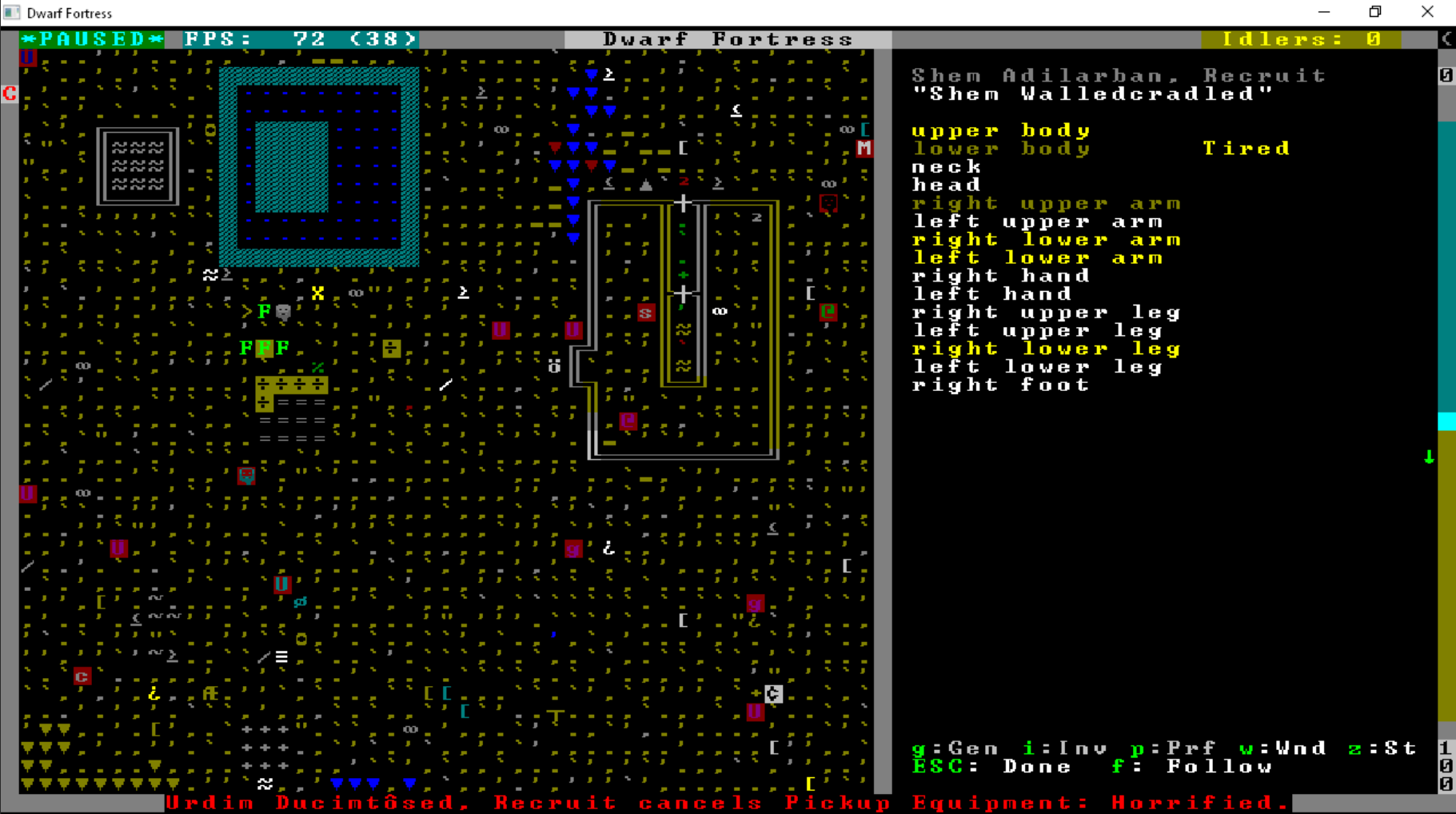
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(<http://imgur.com/yLongYU>)

Shem's no militia dwarf but he unleashes a flurry of blows in a martial trance. Urdim cowers horrified wasting time while Shem quickly get's tired. When he collapses Urdim flees.

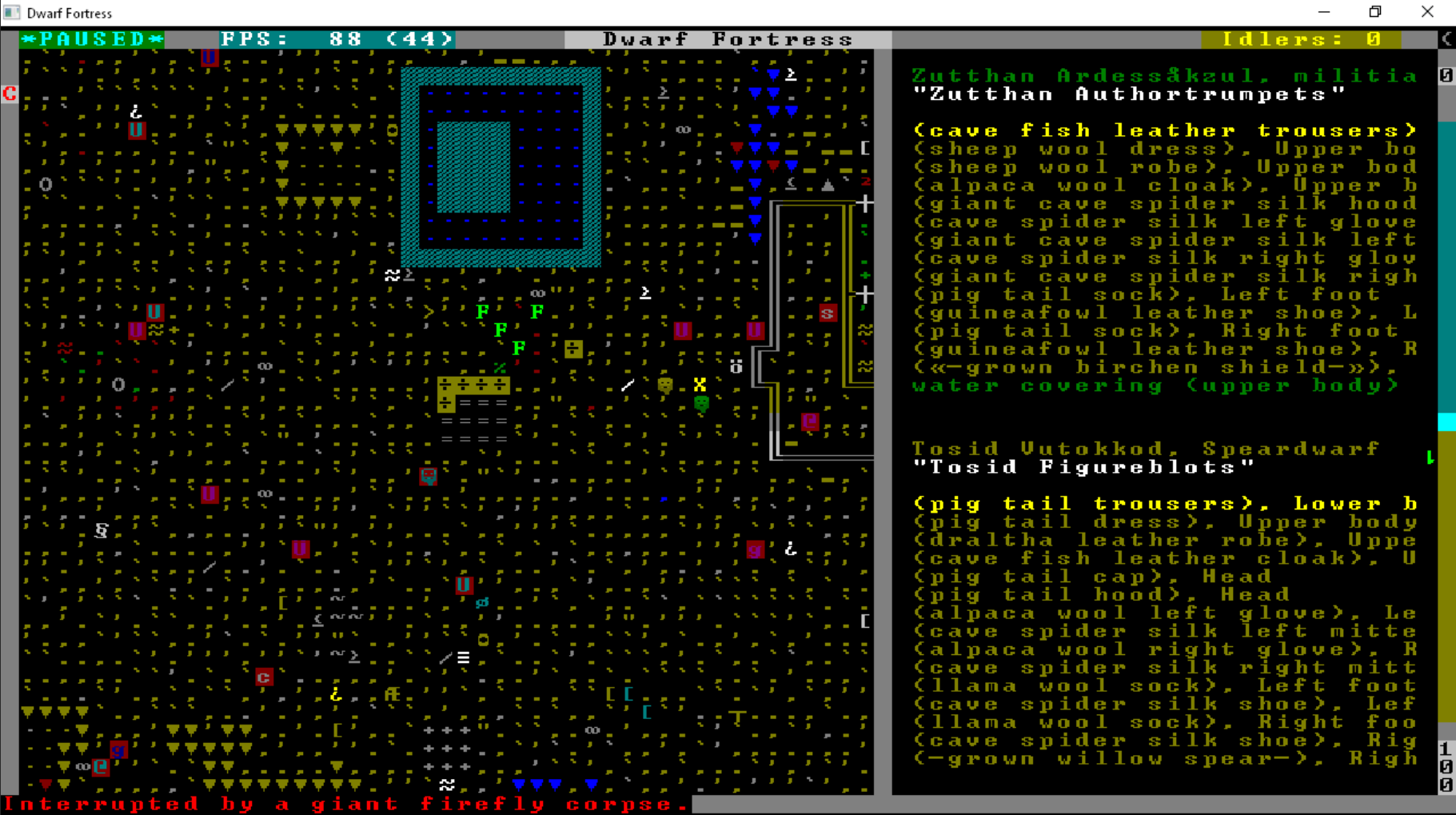
[Spoiler](#) (click to show/hide)



(<http://imgur.com/6xCPhky>)

Tosid and I had to go far to the south east to get what we were after. We got back just in time to see Shem's chest crushed to pulp by the undead horrors. Poorly armed as we were, vengeance must be ours. Shem's last sight was spattered with giant firefly ichor spilt by the shared spear and shield his sacrifice bought us.

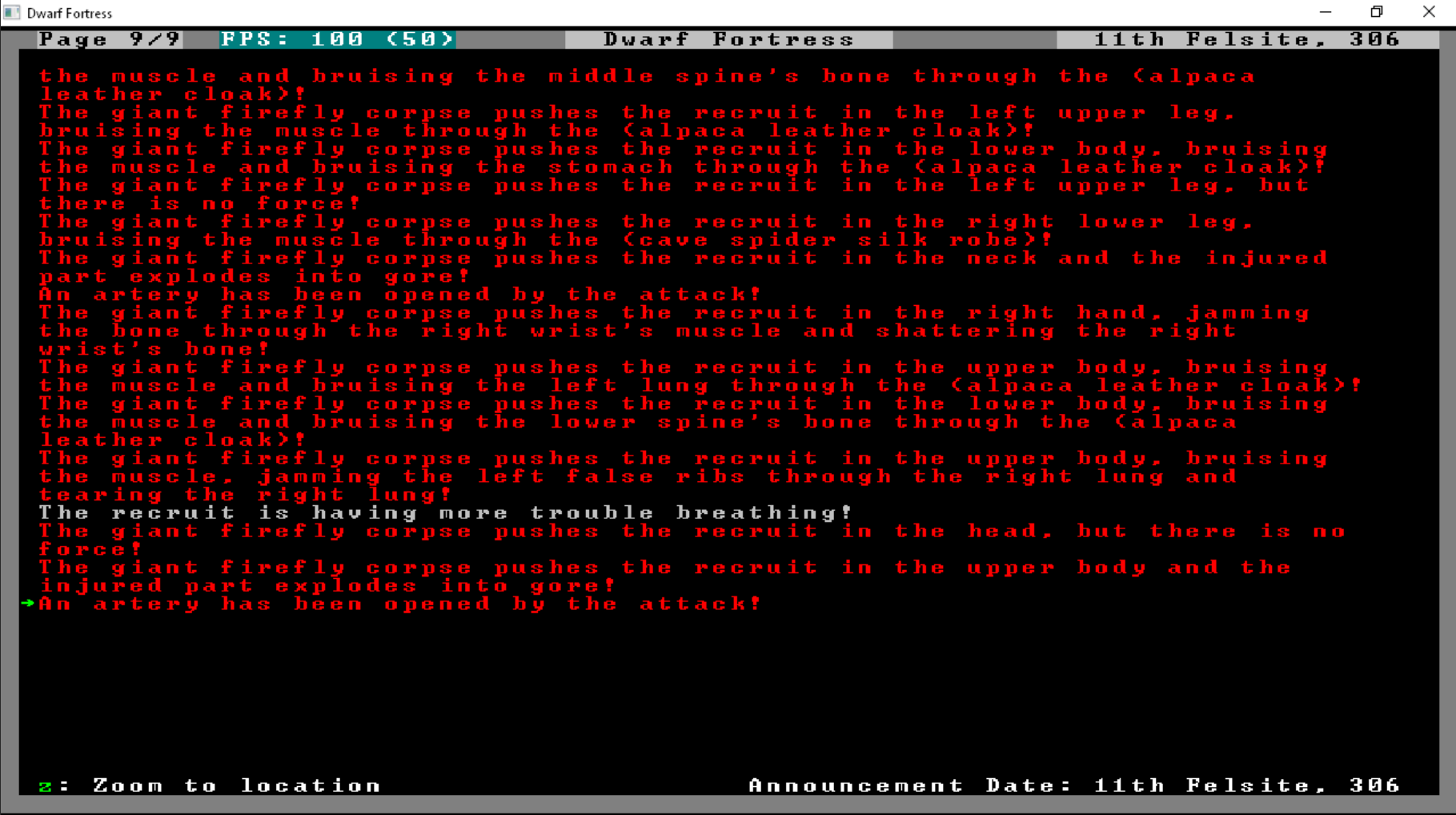
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(<http://imgur.com/Xd2XDXn>)

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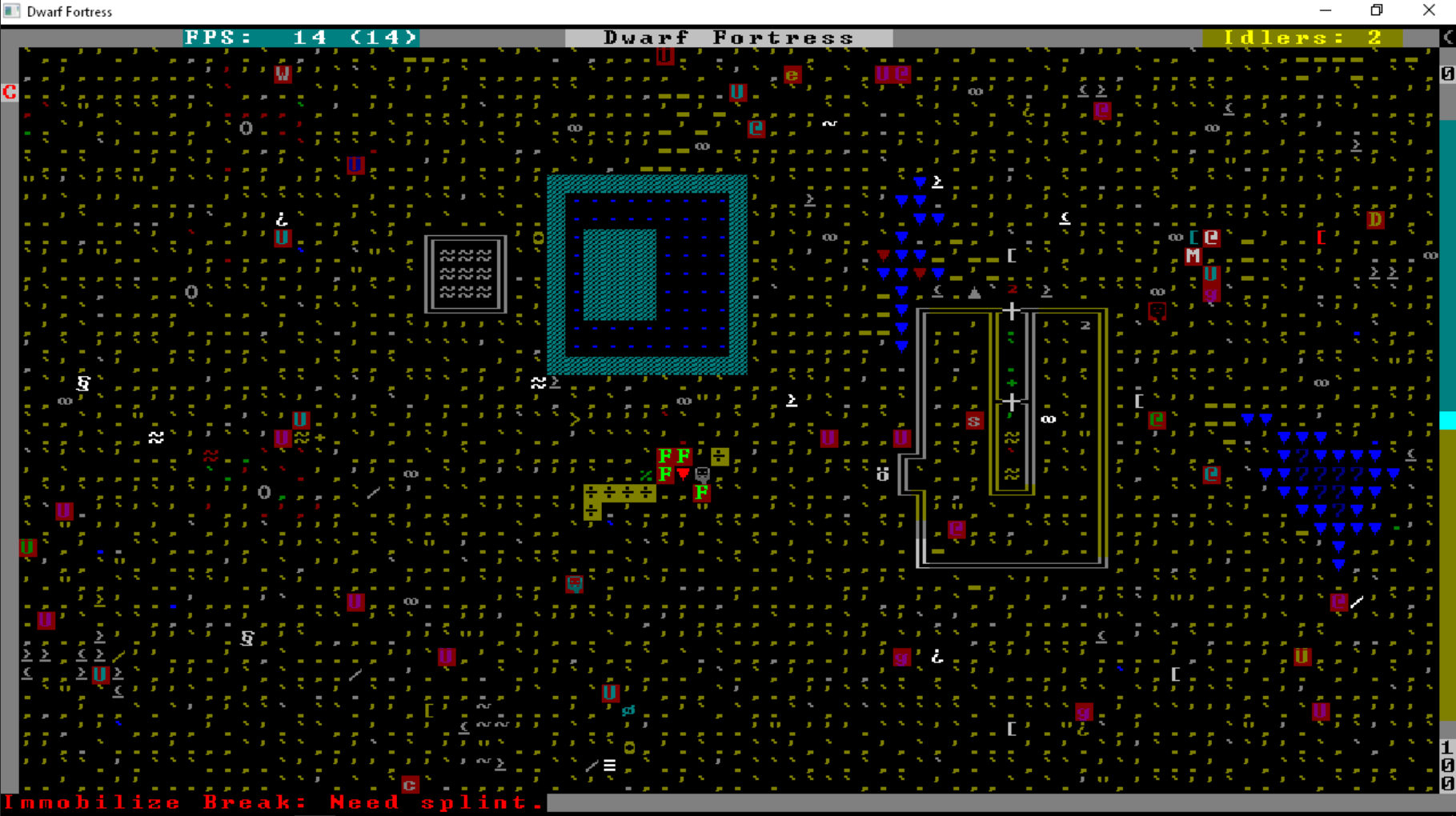




(<http://imgur.com/epwndc0>)

Acrid slime rains down on me as I shove giant firefly corpse corpses on top of Shem's lifeless body in the shallow grave Tosid dug. I'm sorry Shem. You deserve better then this but there is no time.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/qt6rllb>)

You can understand then that when the undead doe rabbits hopped onto the scene shortly thereafter our misplaced rage was inevitable. It was horrifying.  
Tosid and I were worn to exhaustion beating down the unbeasts with our wooden weapons. Urdim, was confronted by a buck rabbit corpse that tried to enter the dig, he did well before collapsing from exhaustion on the ramp.

[Spoiler](#) (click to show/hide)

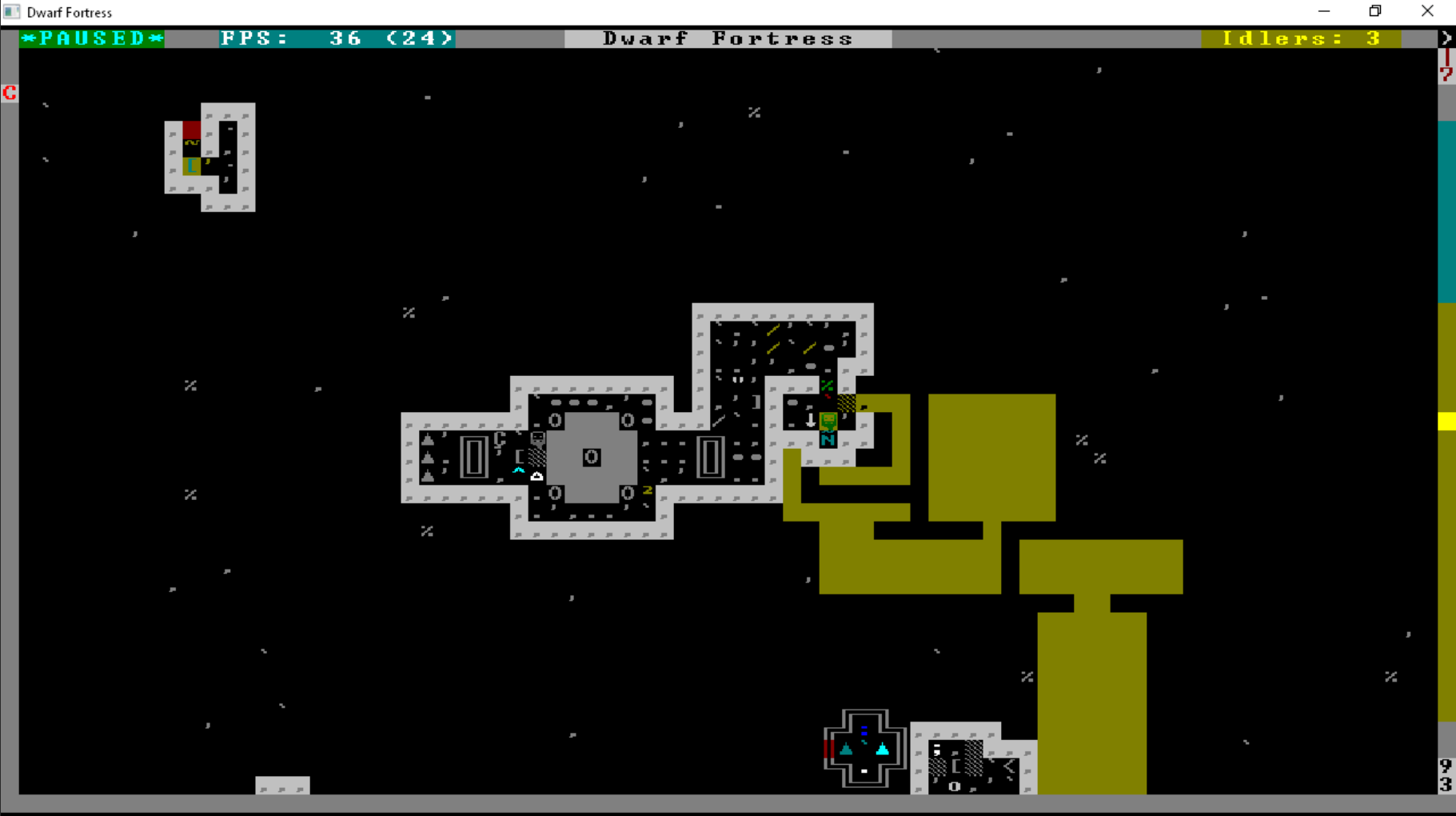


(<http://imgur.com/SXdHdZM>)

Tosid passes out asleep while walking back to the ramp to save Urdim. We havn't eaten since arriving. I can't win with just a shield so I head back south east after a weapon. It's too far and I feel sleep overtake me just before returning to the dig site with wooden sword.

Tosid tells me by the time he reached Urdim the head of one of the doe rabbits was chewing on him as well. He dispatched that easily and the fight now almost two on one retreated deeper into the dig as the buck rabbit corpse was backed into an alcove. I relieved Tosid trying to keep the thing from finishing Urdim while he worked on getting a cage trap set up we could drive the thing into.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/8yNfM6o>)

Tosid can't decide between getting me some food and building the trap. Eventually I managed the sever the thing's head with a lucky strike from the wooden sword spraying the walls with blood. I have got to eat. Urdim can rest for a moment. An important looking human coming down the dig passed while I was getting a cranberry Tosid had brought. She looked like she thought she was supposed to be here.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/P9nZIXP>)

She must have thought it was Bloodyhells proper as she left after seeing the dead-end of the dig.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/OJ8MBSd>)

I found Urdim's corpse. A bad way to start the summer. I though he would be fine, he was only bruised badly, no other signs of injury. I though he just needed to rest but I'm no chief medical dwarf. I call to Tosid to ready another shallow grave.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/YIM1c5q>)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **September 12, 2016, 03:52:38 pm**

The surface looks horrifying. So many dead bodies T.T

....Wait, wrong set of morals.

\*rummages in mental cupboard\*

Ah, better.

Damn, nice surface. The moment an attacker comes, we can send our necromancer/undead army to raise bodies behind their back, thus creating a deadly flanking manouver, allowing at least one of them to attack from behind!

Oh, cool, there's a house on the surface. Airlock?

Might be annoying to retrieve stuff, though.

Hahaha, memetic weapons of dead bodies. Oh yeah, there's that advantage of having them on map edge too, whatever enters is shocked, giving our squads more time to react.

Next time, break the support floor diagonally; dust, mist, steam, etc. can't come in through a diagonal.

(Hm, this gives me an idea for fighting nastier FBs)

Aw, a kitten! How cute! Should be non-dangerous enough for some live training?

Giant Fireflies, huh...Wonder if they could be used as chandeliers in dining rooms when lightning is added into game? Either way, fresh meat. And a distraction! Nicely handled, that's neat.

Hm. Rabbits starve, I guess. They do nip on fingers sometimes.

There's cranberries? Weren't all the plants dead? I thought you would have to set up a butchery.

Well, that's two down. And more flying undead.

Overall, a husking tale of how an intelligent diginvader would assault naturally trapped fortress! Well done!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **September 14, 2016, 02:15:09 pm**

Meanwhile, back at the ranch;

Ghost processing continues unabated. NCommander spends the most part of his time meditating on wealth in various ways. Flame is still treating Ryukan and Imic upstairs. They appear to significantly more injured then before which sort of explains his recent demands for splints and now a traction bench. Not sure if supplying him will be the best for Imic and Rykun. They better live as I notice over 10 strands of adamantium have been used on sutures between them.

[Spoiler](#) (click to show/hide)





(<http://imgur.com/uOy1TBB>)

Elf merchants were permitted into the shore depot if only to keep them from becoming husks. Spriggans has a fey mood. Too bad he's a carpenter.  
A flurry of new visitors arrives. In the usual tavern chaos a necromancer death is noted, just a human poet, odd but another human poet arrived so no worries, untill another necromancer being attacked started the alarm.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/leluEDS>)

NCommander finds the rouge axedwarf as it's beheading another human swordsman necromancer residing here.

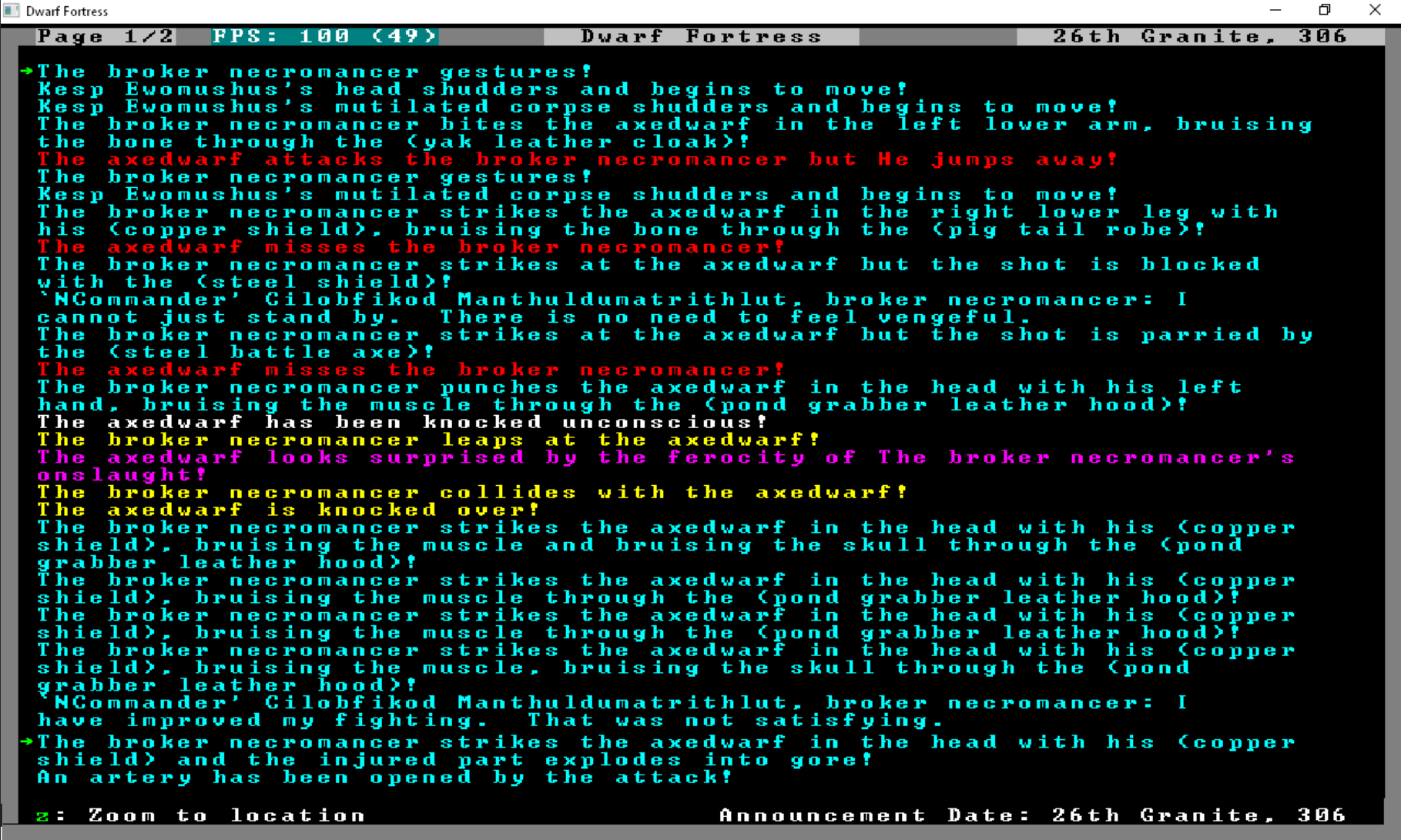
[Spoiler](#) (click to show/hide)



(<http://imgur.com/w86hiHi>)

The visiting dwarf is quick with his axe and shield but falls to a well-timed punch in the face and...

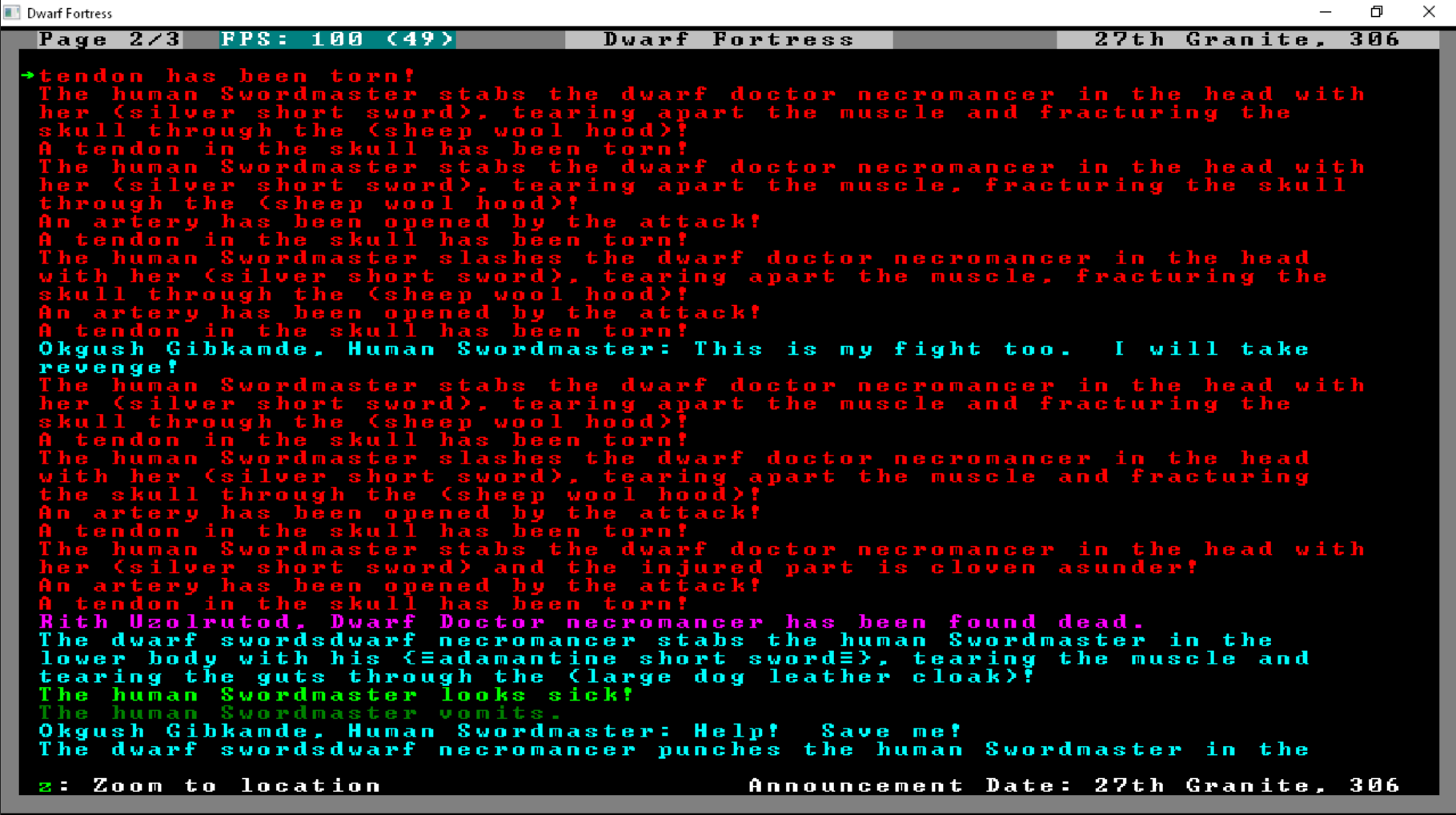
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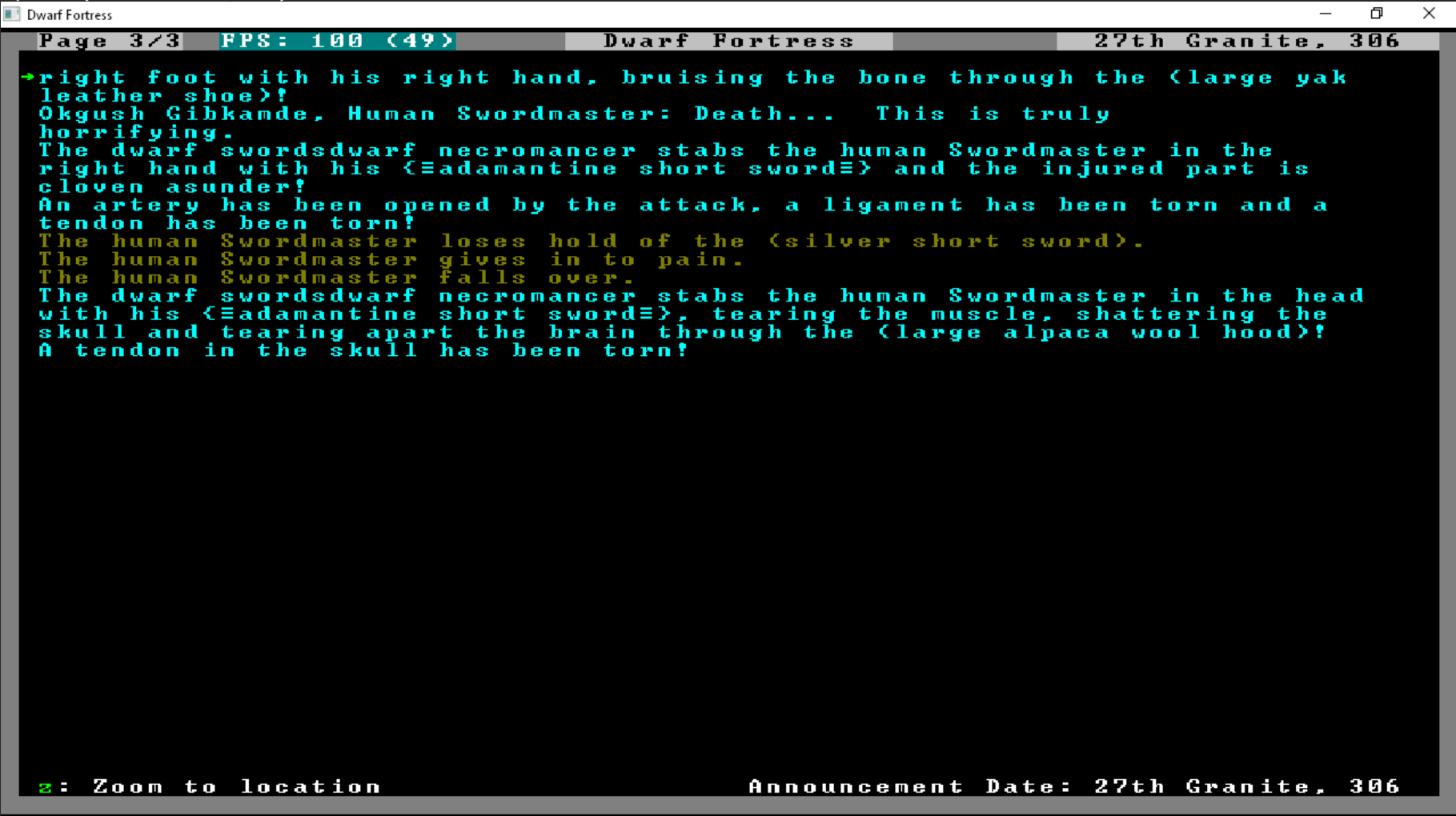
(<http://imgur.com/vE3ke4W>)

Only moments later Dodok, the butcher, has his leg nearly severed by a visiting human swordsman. The Night Guard are ordered to restore order in the tavern. The human finishes Dodok, repeatedly bashing him with a sword made of silver. Then it attacks and kills Rith, one of our medical staff before facing a real swordsdwarf with a reaf sword.

[Spoiler](#) (click to show/hide)



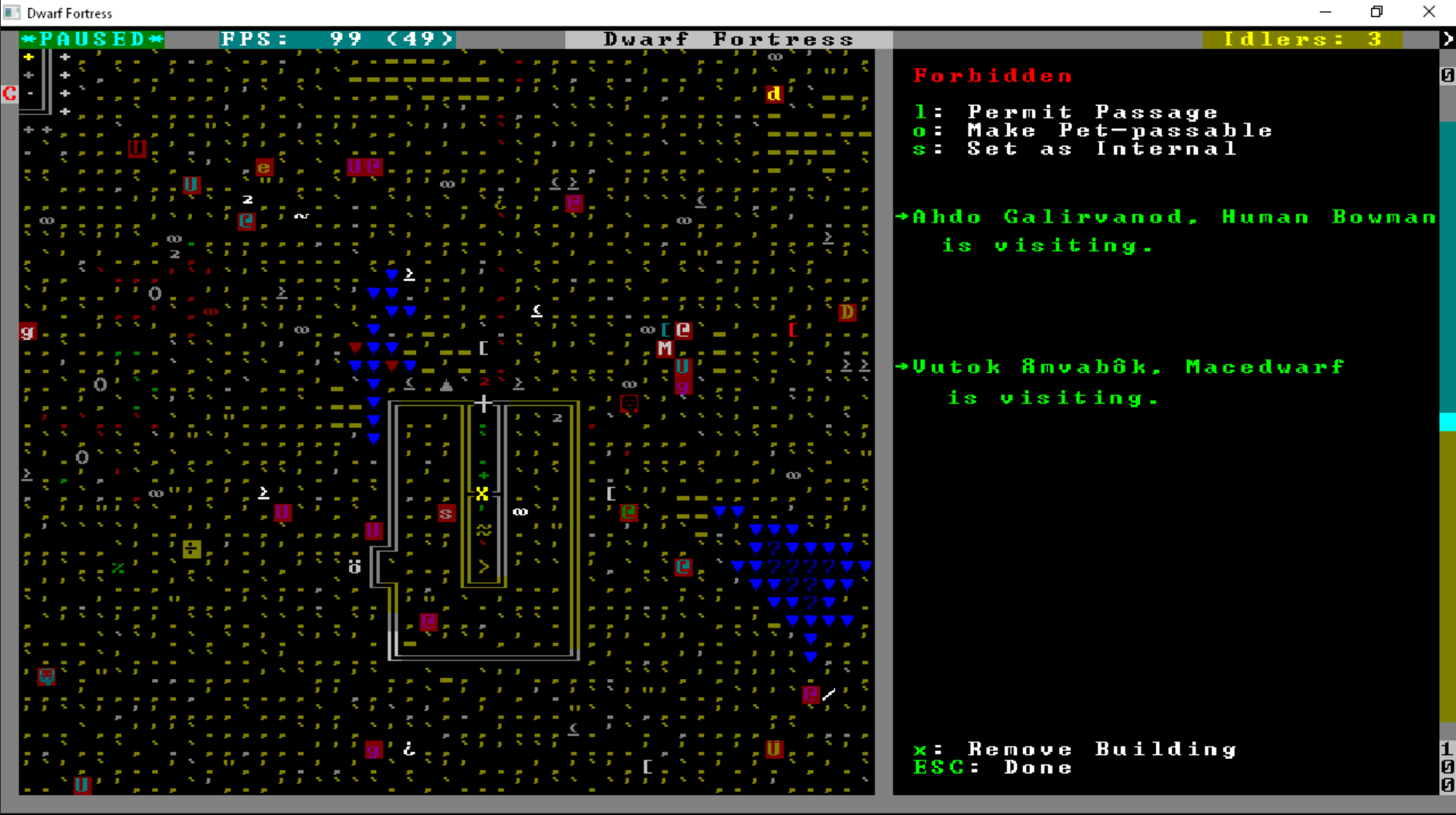
(<http://imgur.com/brsGcUJ>)  
[Spoiler](#) (click to show/hide)



(<http://imgur.com/Mb0ReMh>)

The last human poet to have arrived is now greeted by the Night Guard. They kill it before it gets below the soil layer. For good measure Twinwolf raises the corpse and orders it killed again.  
More visitors. Nope. Bar's closed, move along.

[Spoiler](#) (click to show/hide)



(http://imgur.com/JwoPv1X)

The elf merchants decide to leave so the shore depot was sealed closed as well. Lockdown, no-one in, no-one out.

[MIGRANTS ARRIVE]

Dorito was loading the cage traps intended to rescue our people stuck in battle with the blue peacock head skin when Archereon finally died, from dehydration. Oops. He only died a moment before Zuglarkun raised him to re-join the fight.

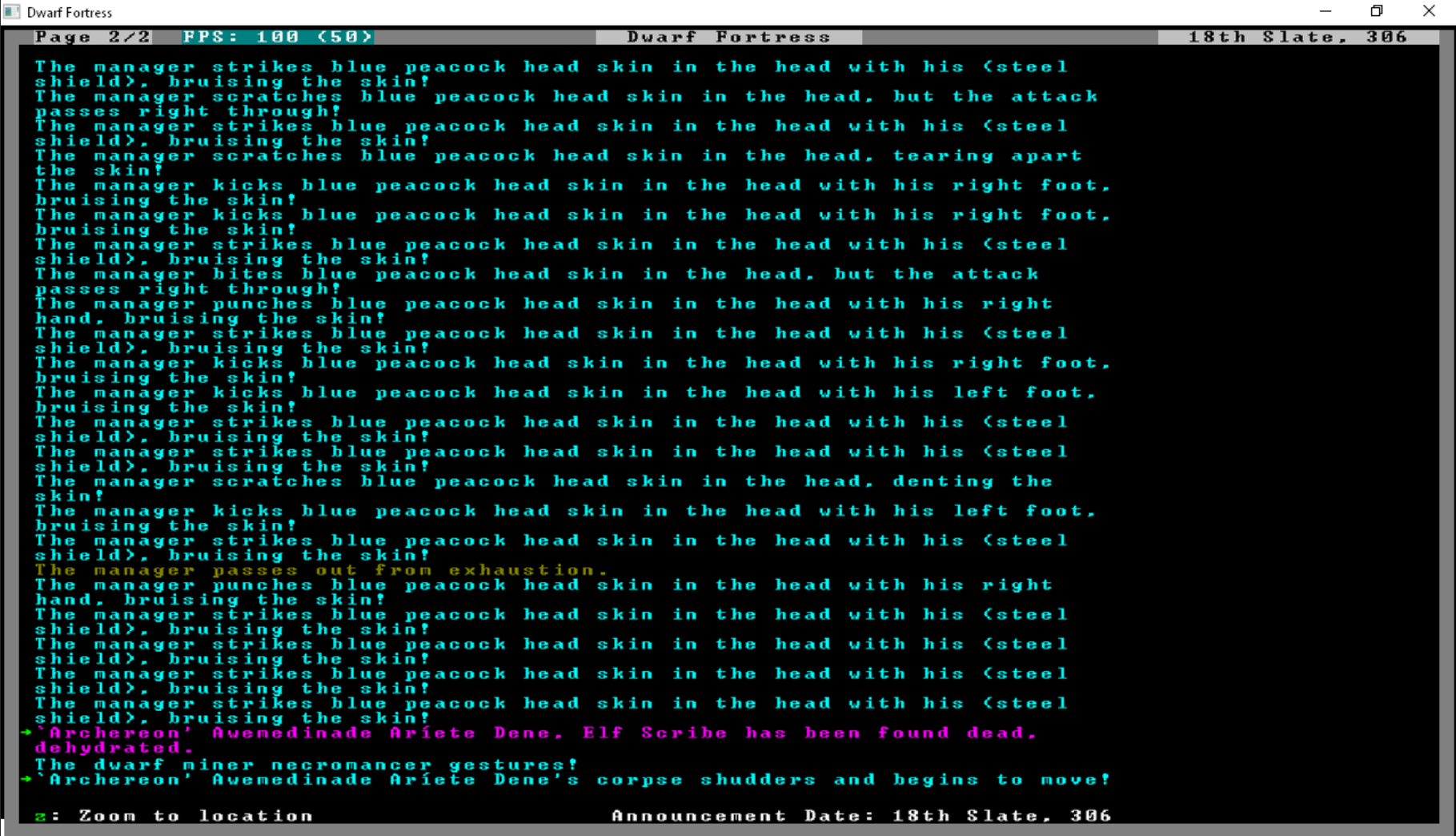
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(http://imgur.com/PeAB1Ev)

[Spoiler](#) (click to show/hide)

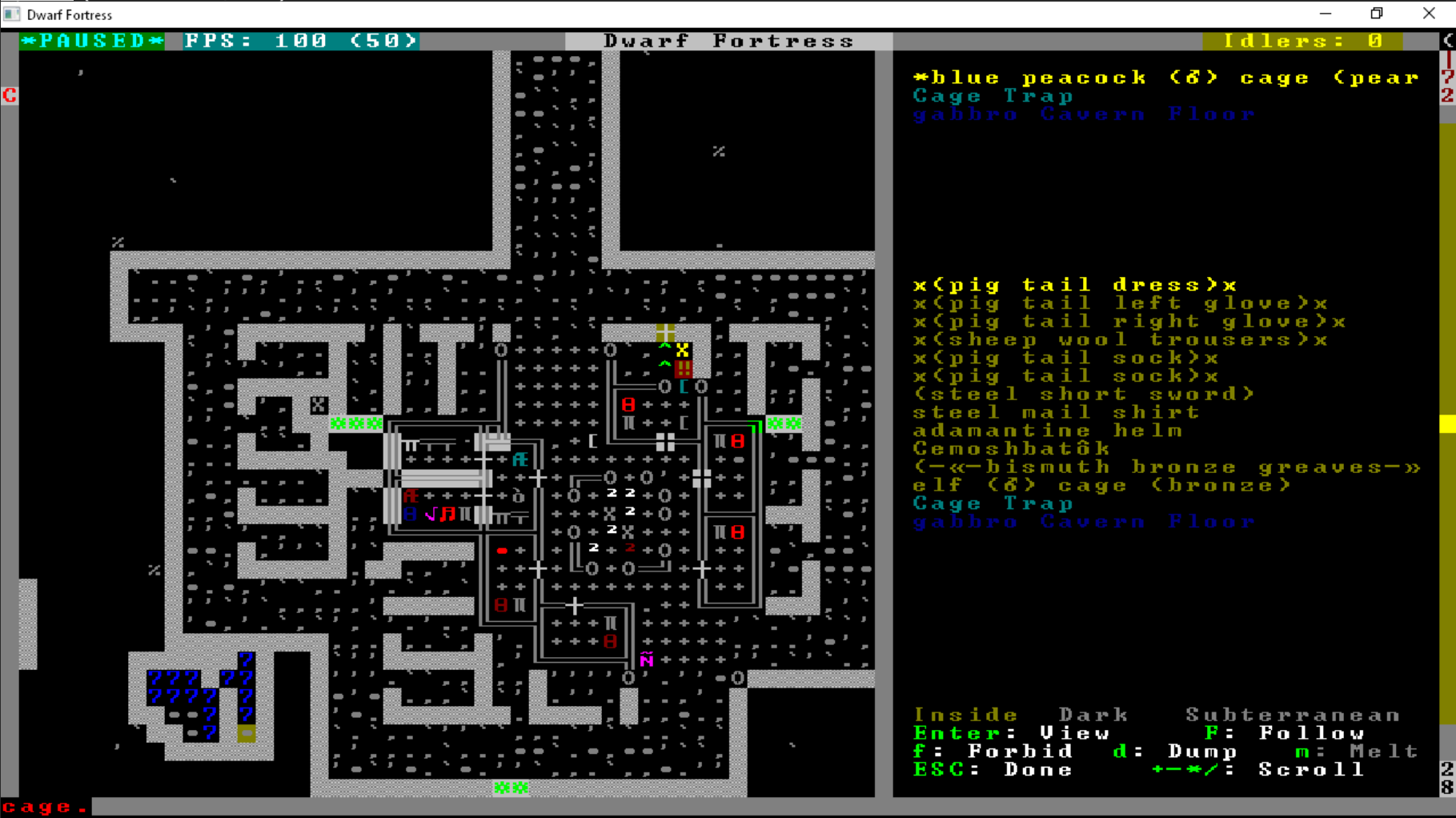




(<http://imgur.com/XKJBAjL>)

Not too late for the others the plan is brought to completion. Still a worthy labour investment for two more able-bodied workers and yet another caged zombie.

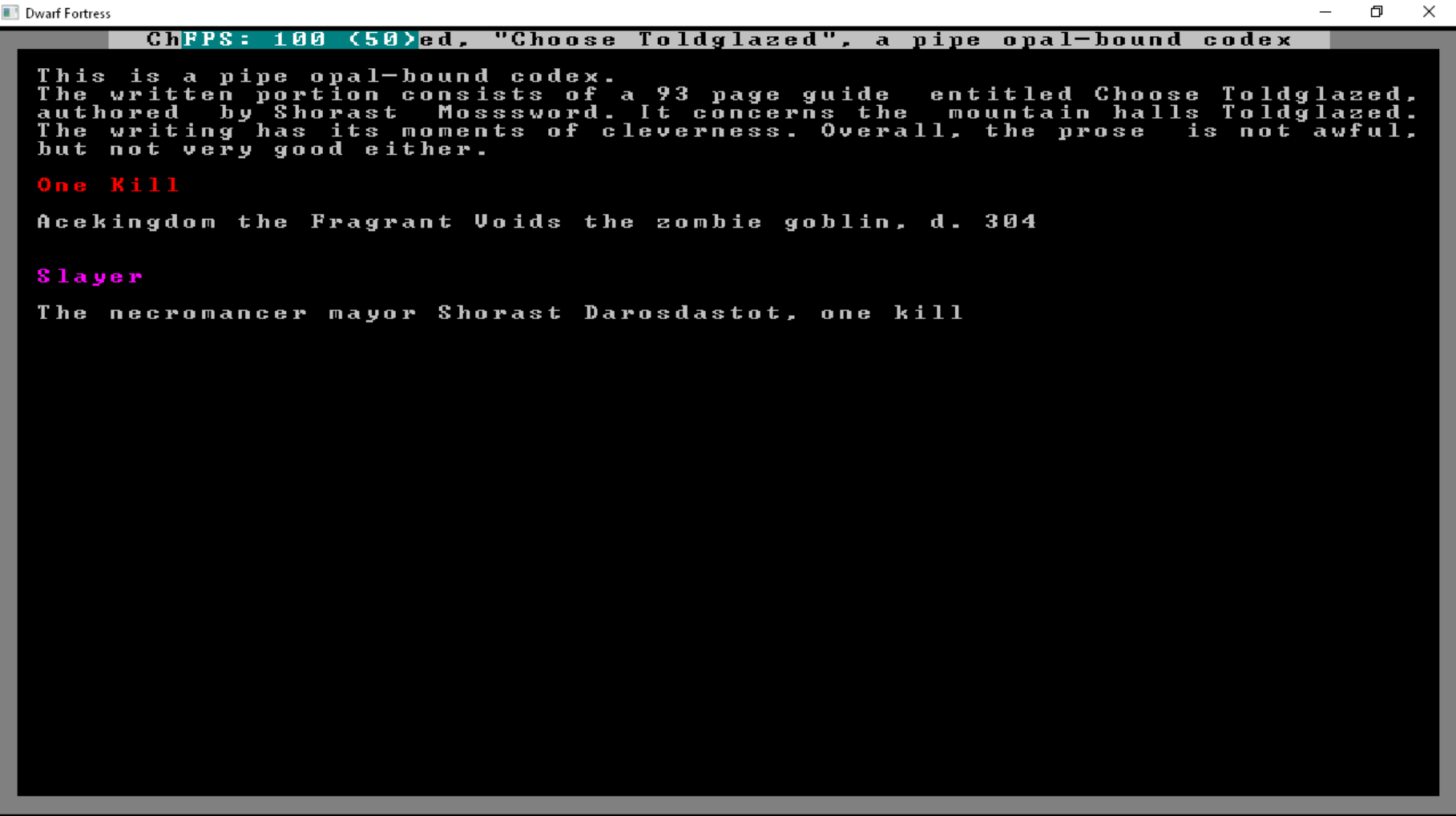
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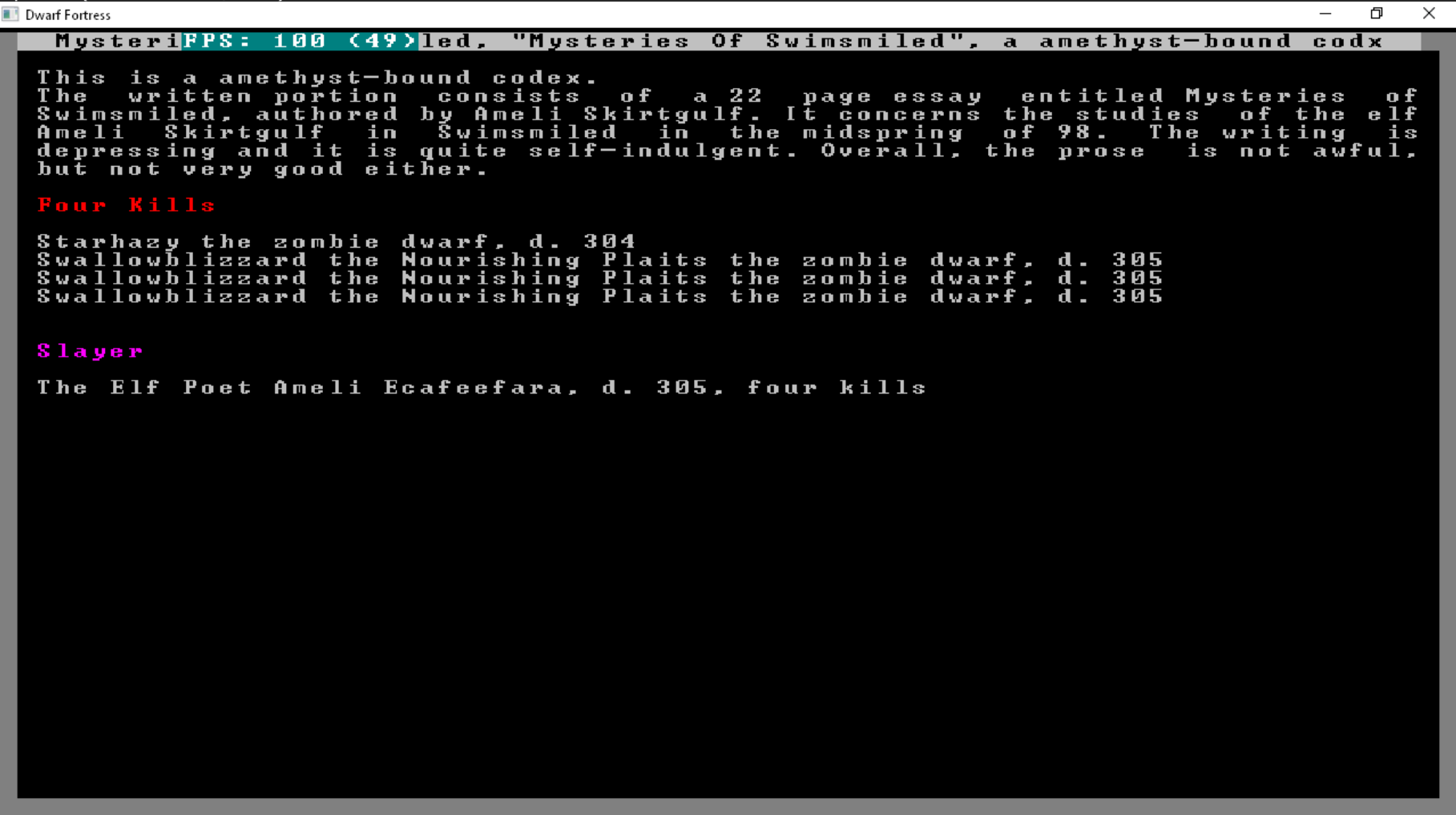
(<http://imgur.com/pmnRHZ5>)

A couple other useful books from our reading selection.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/tP3kQ5u>)  
Spoiler (click to show/hide)



(<http://imgur.com/uac72ag>)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **September 14, 2016, 04:27:41 pm**

- If they don't live, could you get the strands out?
- Legendary wood furniture is nice bait.
- Oh yay, brawling. Did the zombies actually attack, or did NCommander gesture just for cheerleaders?
- I approve of necromancers wielding bladed weapons in general.
- Though perhaps we might need a shambling corpse disposal system.
- Hold on, I'll save you. Oops. Hold on, I'll revive you. Still fighting? Good.
  - Seems like gemstone makes a halfway reasonable weapon. Or maybe they saw the writing and committed suicide. Yes, again.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **September 14, 2016, 10:03:27 pm**

Quote from: [Fleeting Frames](#) on [September 14, 2016, 04:27:41 pm](#)  
Though perhaps we might need a shambling corpse disposal system.

We have one, it's a pit that goes down to the SMR that I built during my turn.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **September 15, 2016, 11:32:15 am**

How do corpses get in, just rely on caging?

So that's it then, I'm dead.

Oh well. A plague on both your houses, and all that. :'(

Zutthan Authortrumpets Ranger's Field Journal

Fuck.

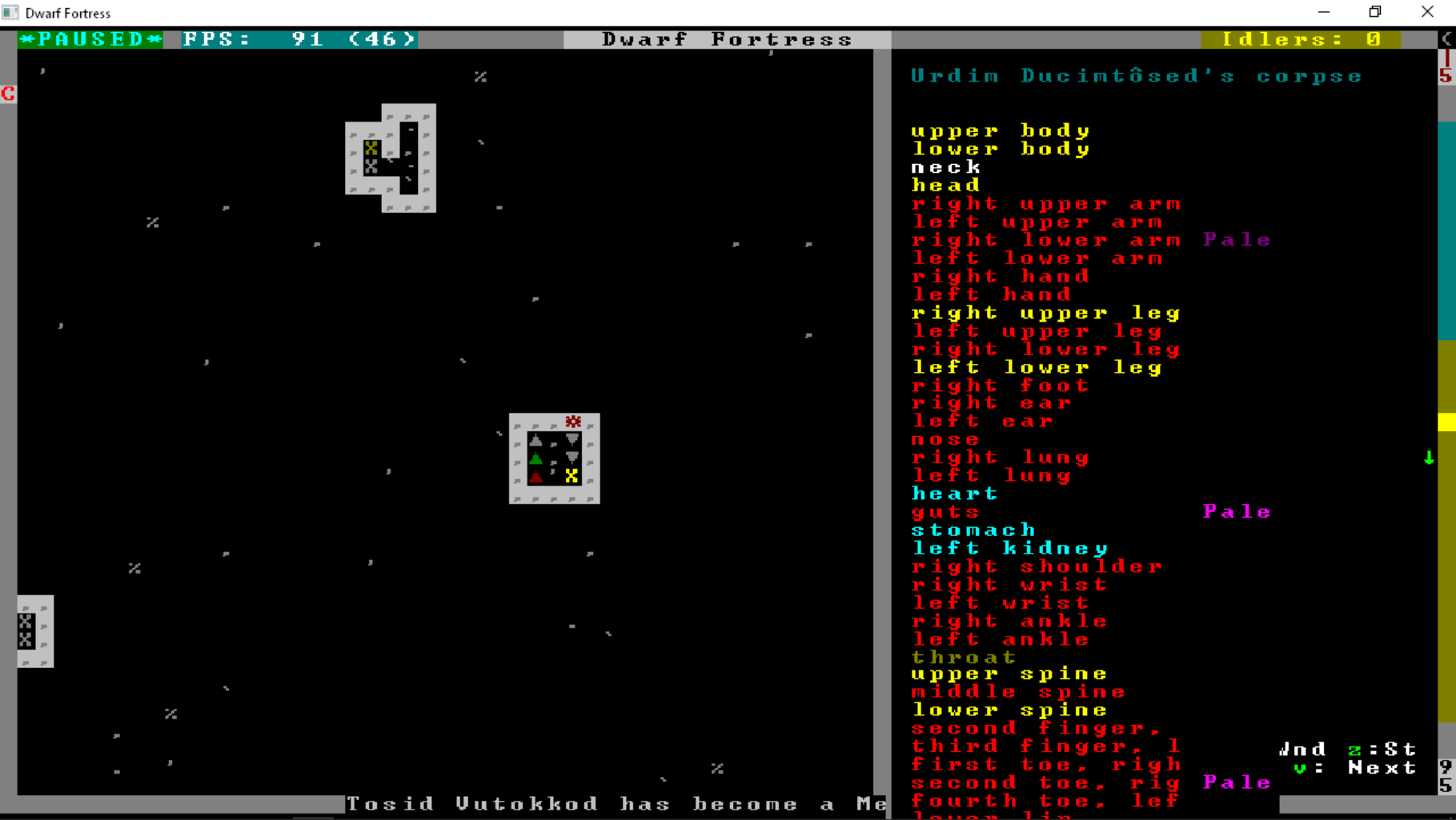
Spoiler (click to show/hide)



(<http://imgur.com/FFYYQnS>)

It was brutal. That cowardly shit's corpse beat the strands out of the two of us. Knocked a bunch of Tosid's teeth out. Practically bit toes off of both of us. We just could not slow it down. It took a couple days to mangle it enough that it stopped moving.

Spoiler (click to show/hide)

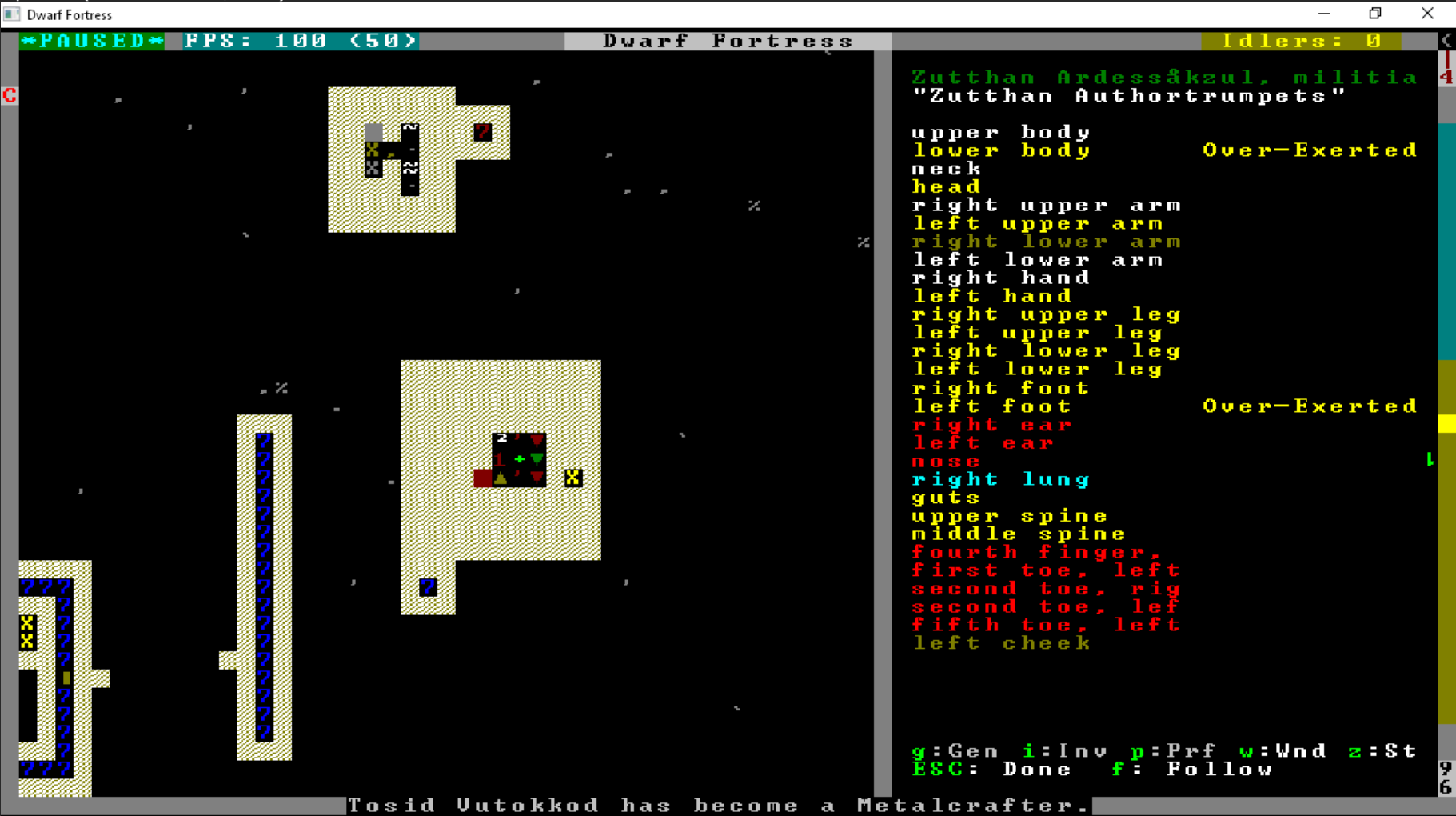


(<http://imgur.com/UaS2fKI>)

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(<http://imgur.com/DuCVvKB>)  
[Spoiler](#) (click to show/hide)



(<http://imgur.com/AlIvnFq>)

We take a break from working for a while. We're a mess of wounds each. I'm cleaning the rabbit blood from the levers when I realize we slashed Urdim's corpse to ribbons and then bones but there had been absolutely no blood in it and there was none here where he had died.

[Spoiler](#) (click to show/hide)





(<http://imgur.com/whvF5bG>)

My mind flashes back to the strange human visitor.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/9XlbkbL>)

Foul night creature. We will capture it and imprison it forever so that it will only ever suffer for the life it stole from poor useless Urdim. I'm digging the trap-bedrooms soon after when Tosid says four dwarves have shown up on the surface from the north. Mistem, Iden, Avuz and Imush. The new dwarves are getting to work with some clean-up when a wandering human corpse interrupts things. The new dwarves are recruited and set on it but the delay allows Urdim's corpse time to re-animate and joint the fight. Not only that but a nefarious cloud rolls in from the north east threatening the area. While I wait for it to pass I pick up a silver battle axe the new dwarves had brought inside and Iden, Imush and Avuz and beaten unconscious. My ear burns.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/TmCvibK>)

I'm over-exerted but put down both zombies quickly. Iden and Imush are hauled off to one of the dorms under construction. Mistem tries to see to their injuries but wood must be acquired for some buckets first.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/2QCjw18>)

While on the surface I was able to scout out some plump helmet spawn. Firstly under guard of an named undead duck in a tree. Probably not a good idea.

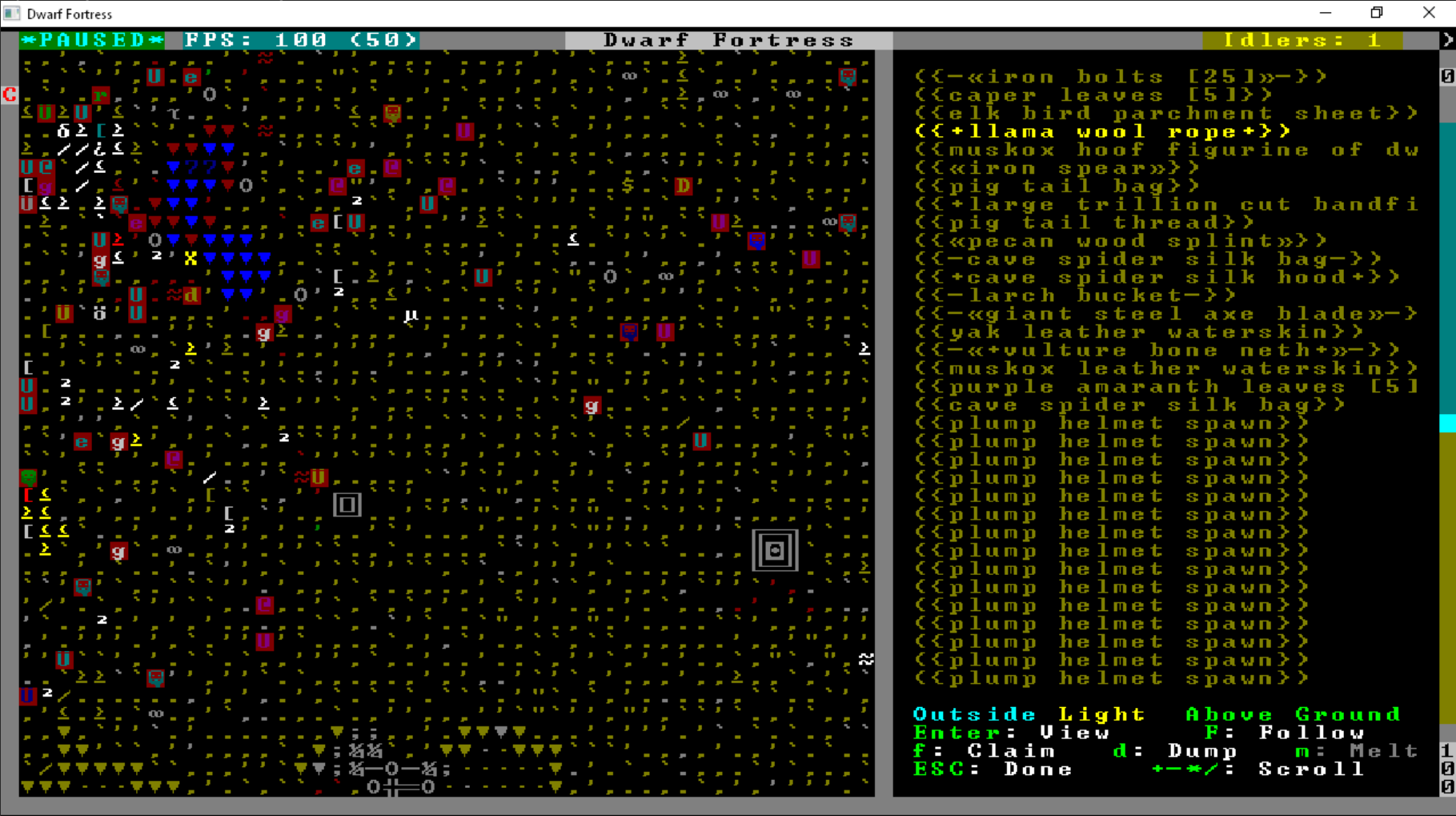
[Spoiler](#) (click to show/hide)



(<http://imgur.com/uXjYnCp>)

Second cache was on the eastern boarder by a giant snail corpse and just south of that unending weasel husk battle. Definitely not going over there. Third and an almost easy spot is in a pile of goods on the shore of a stagnant pool on the western border.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/44qbYxv>)

We bring quite a few of the plum helmet spawn inside. I'm not feeling well. Weak. Tosid looks drawn and pale. Haven't been the same since the fight with Urdim's corpse. Our wounds are not great but do not heal.

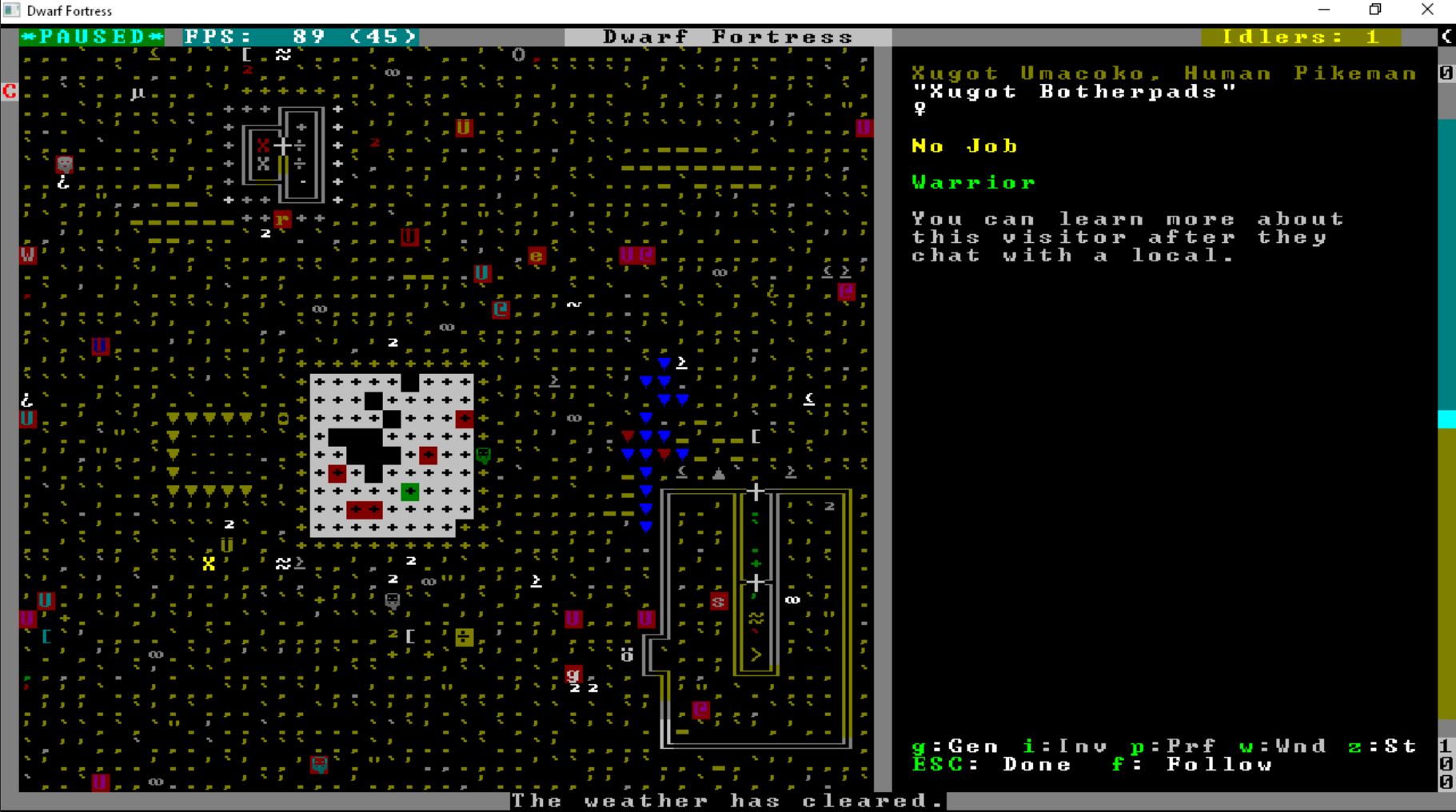
[Spoiler](#) (click to show/hide)



(<http://imgur.com/FTVPRIF>)

Tosid and I decide to make a push to close off the opening into the dig site. It will take a while with the injured dwarves taking extra attention. As we begin I catch in the corner of my eye the foul night creature brazenly strolling into the dig site. As if we don't know your secrets cursed one. Trying to prey on the injured and invalid.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/LoXaC77>)

The thing walks with an uncanny smoothness. A water bucket nearly leads to disaster but is noticed and the unwanted visitor re-directed and trapped as planned.

[Spoiler](#) (click to show/hide)

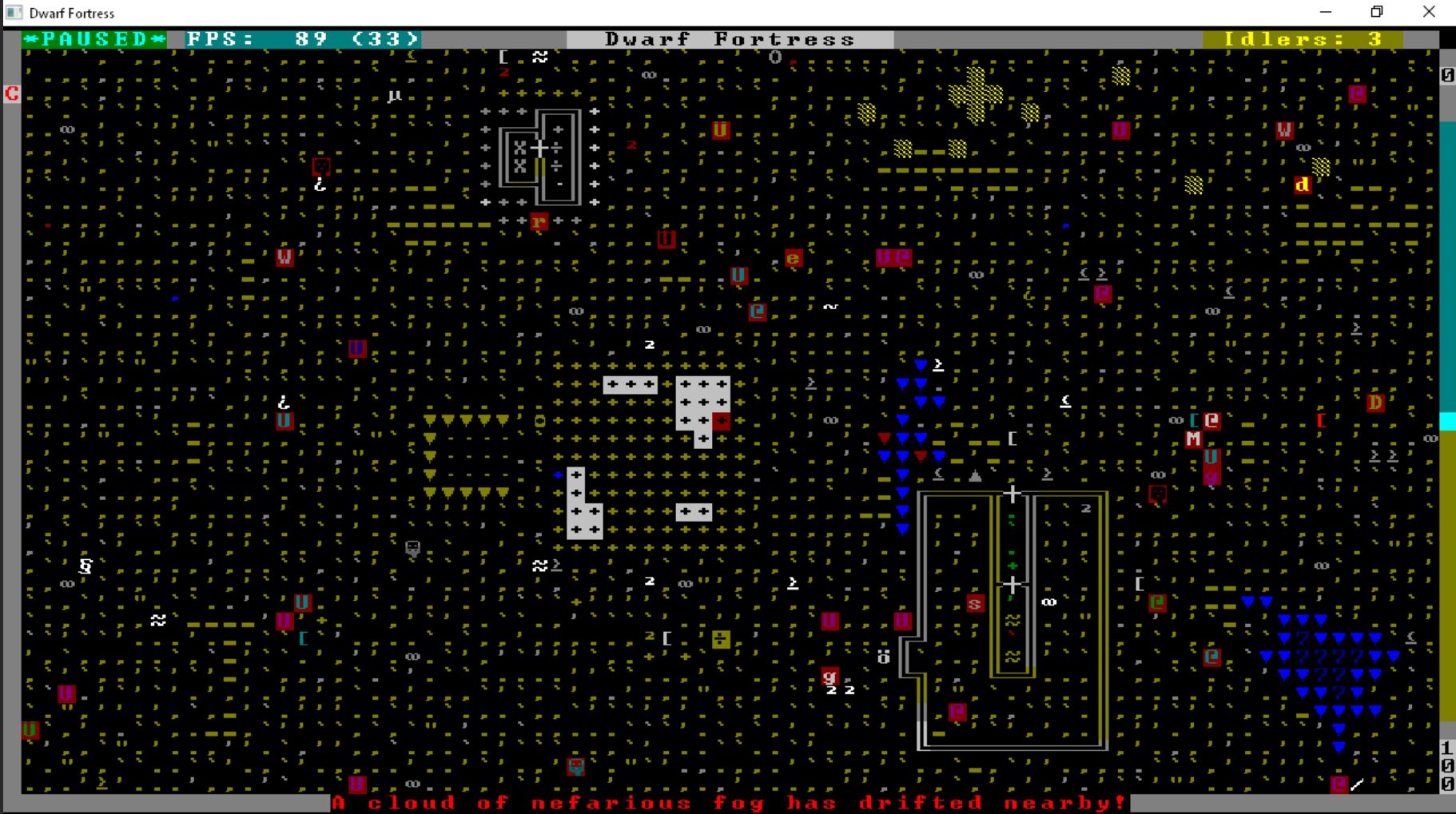




(<http://imgur.com/6MruHEy>)

The thing is walled in over the locked doors. Justice served.  
Mistem, starts to work on his patients including making splints and weaving some cloth for bandages. Flooring over the hole on the ground level is nearing completion despite my and Tosid's health continuing to decline and repeated nefarious fog clouds.

Spoiler (click to show/hide)



(<http://imgur.com/kxczU1U>)

Autumn arrives while we take shelter in the lowest section.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **September 17, 2016, 01:02:14 pm**

It takes a bit to remember the dread that should come on dwarven corpses in reanimating region.

Colorful beach - oh wait that's poison.

A legendary vampire? Hm, since the fortress is already segregated....Hm, tch.

Turning everyone to vampire necromancers is troubled by the fact that they only drink water if thirsty and injured. And they don't get thirsty anymore, so...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **September 17, 2016, 01:32:24 pm**

I was thinking second fort = vampire fort. I'm kind of leaning towards purging the necromancers since our mission was to, 'put a stop to the dwarf necromancer Tosid Rushaxe and his clan.' Unless we can work the angle that the king set this expedition up as a kind of attempt at drawing out the secrets of life and death so he could move to Bloodyhells to learn the secret of immortality for himself.

Also I want to destroy the ocean a bit.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **September 17, 2016, 01:42:56 pm**

Ocean is non-reanimating, iirc, so it could be a nice place for living dwarves. I'd say wouldn't hurt, but the ways draining an ocean can kill FPS are quite numerous.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **September 18, 2016, 03:07:22 pm**

You can build a wall around the ocean as it drains, such that when complete the majority of the ocean is dry land. The rest would fill back in and once the water has nowhere to go FPS will stabilize.

Whenever someone returns to the fort after retiring/unretiring/visiting in adventure mode it will be filled with seawater again, which will need to drain. As will any tunnels under the ocean biome portion of the map.

Can't think of much to gain from having it drained anyway. What was your plan?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **September 18, 2016, 03:46:29 pm**

Well, while I'm not Crashmaster, it's floor being a layer of soil (typically, haven't looked at save) means that you don't have to use bucket brigade for underground farms.

Could also make for a reasonable place to fight without having to drag things underground.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **September 18, 2016, 07:15:56 pm**

I don't like waves. Magma would do wonders for much of the surface.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Evaris** on **September 18, 2016, 07:25:14 pm**

Quote from: Crashmaster on September 18, 2016, 07:15:56 pm  
I don't like waves. Magma would do wonders for much of the surface.

To be fair, the waves don't exactly have much use, and magma is always a solution.

alternatively the waves could be used for a secure intermittent watering system for a mist generator via fortifications and aqueduct. Might be an FPS heavy alternative though.

So +1 to covering the surface in a layer of magma.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **September 18, 2016, 07:27:51 pm**

Magma would be a great solution to the water problem, yeah. Everybody loves obsidian!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **September 19, 2016, 07:35:31 pm**

Coming up on the end of Autumn. Pushing to finish the pump stack. Powerplant only just started. Only two of the living migrants were secured and they're both slightly injured.

I started from Deus Asmoth's turn near the end of Autumn. Shall I finish the year? Probably still not enough time to get a 1kurist aquifer water wheel setup running though.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **September 19, 2016, 09:14:35 pm**

Finish it, I suggest. Not sure exactly what are you pumping where.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **September 20, 2016, 04:52:34 am**

Excellent updates Crashmaster, it's great to see things finally coming together.

Go ahead and finish the year. Do be quicker about it though, your turn is running a bit lengthy at this point. I haven't been commenting much because I've been focused on my new job.

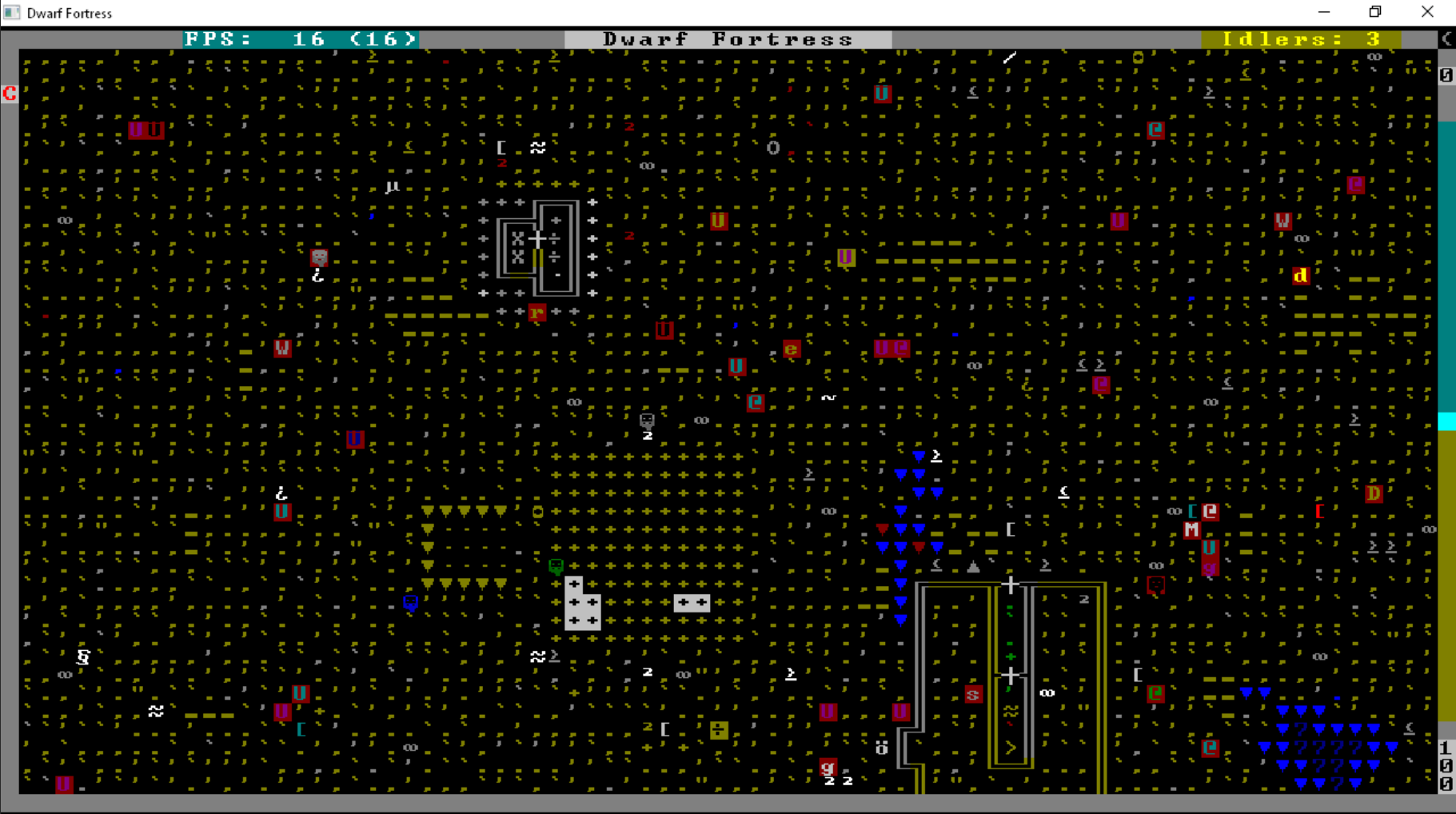
Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **September 20, 2016, 02:05:02 pm**

~~Zutthan~~ Authortrumpets Ranger's Field Journal

Tosid wrote this

As soon as the nefarious cloud is gone the three of us return to the floor construction. There is a lot more commotion then normal to the north and east where the cloud had passed over a group of travellers. Before long we see a human bard crawling slowly and painfully towards us from that direction.

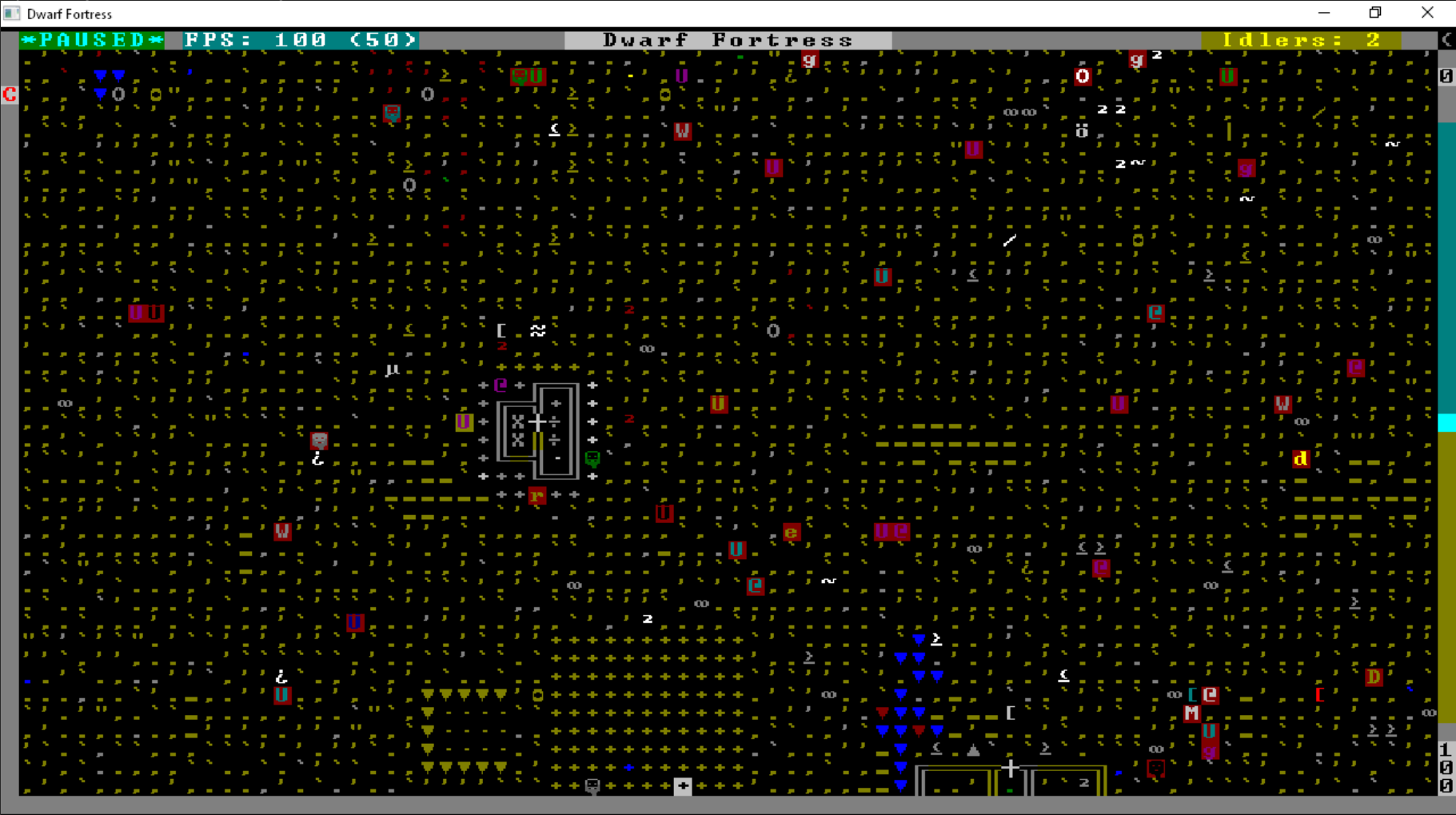
Spoiler (click to show/hide)



(<http://imgur.com/LvNm0SF>)

We paid it no mind but it's howling attracted the attention of some of those that had been changed by the cloud. Zutthan saw the first, a naked dwarf poet husk, while getting a log. He slipped away from that one as it drove the human bard south.

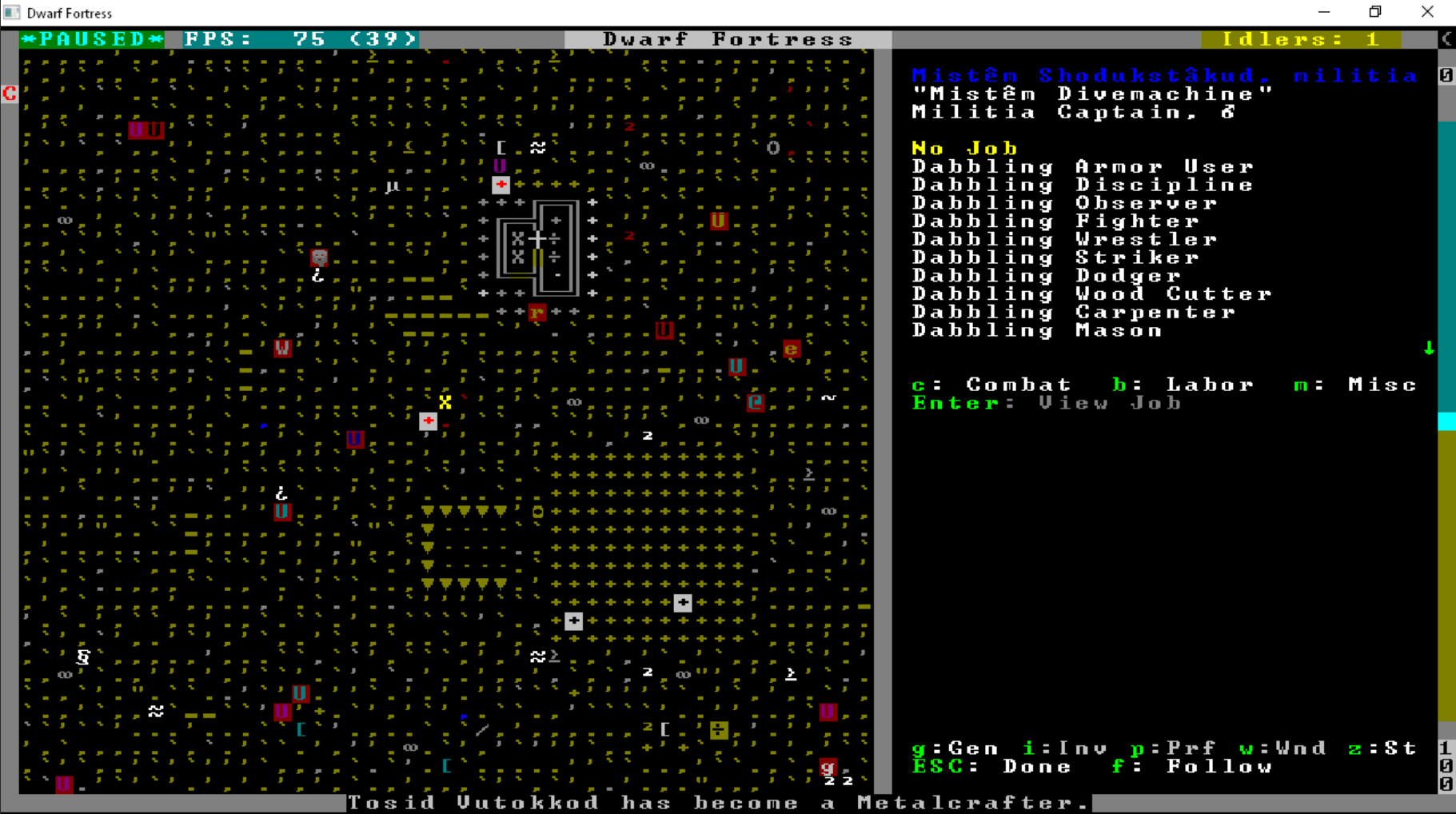
[Spoiler](#) (click to show/hide)



(<http://imgur.com/GuuK85i>)

He didn't see the human dancer husk I guess though. "Always check for a trailing attacker." It jumps him by the small construction. I rally Mistem and try and charge through the dwarf poet husk to join him.

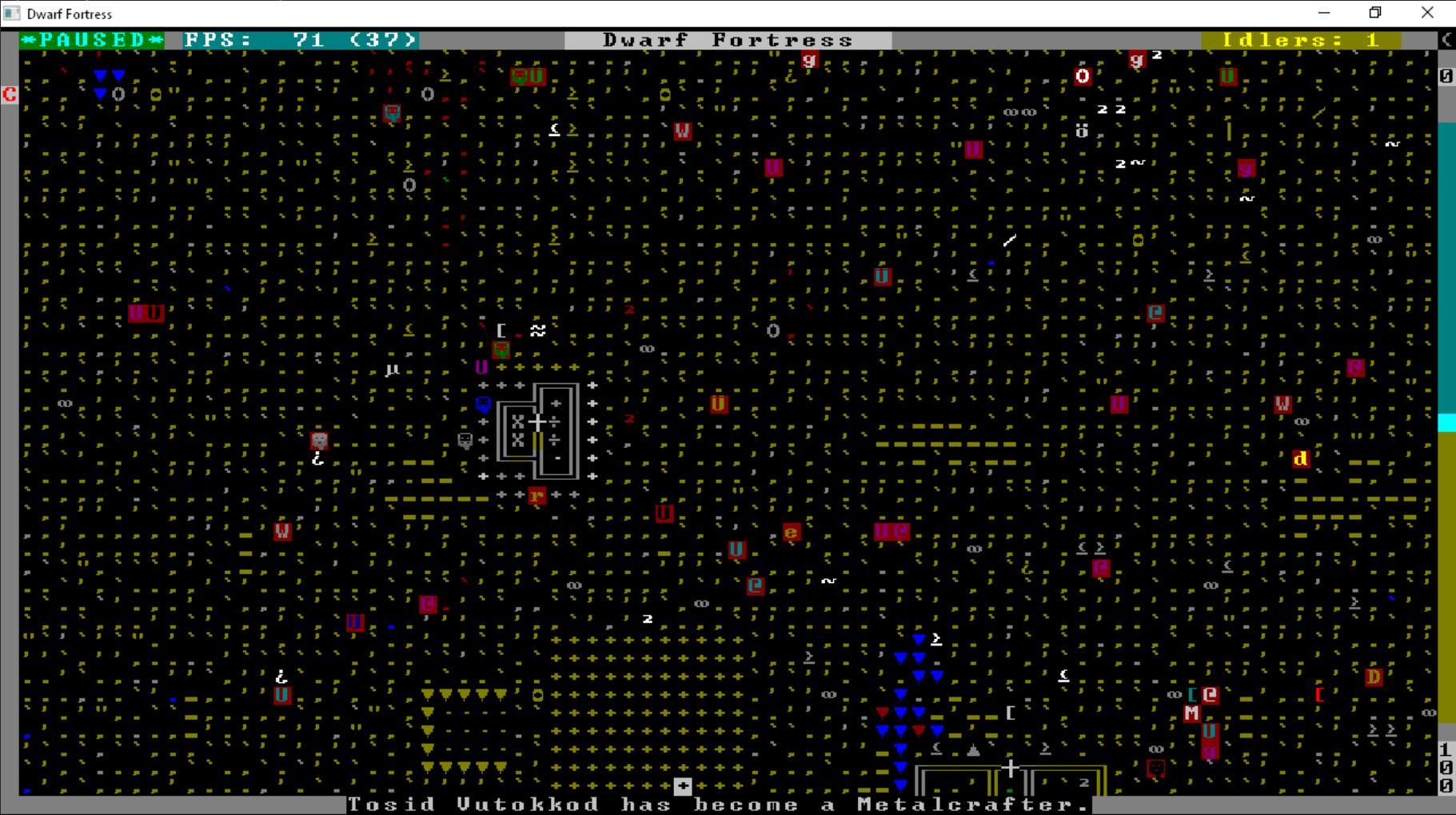
[Spoiler](#) (click to show/hide)



(<http://imgur.com/XFsVi4r>)

It us takes too long to defeat the dwarf poet husk. Zutthan collapses and dies while tanking a shield-beating right as we get there and the human dancer husk leaps at Mistem.

[Spoiler](#) (click to show/hide)

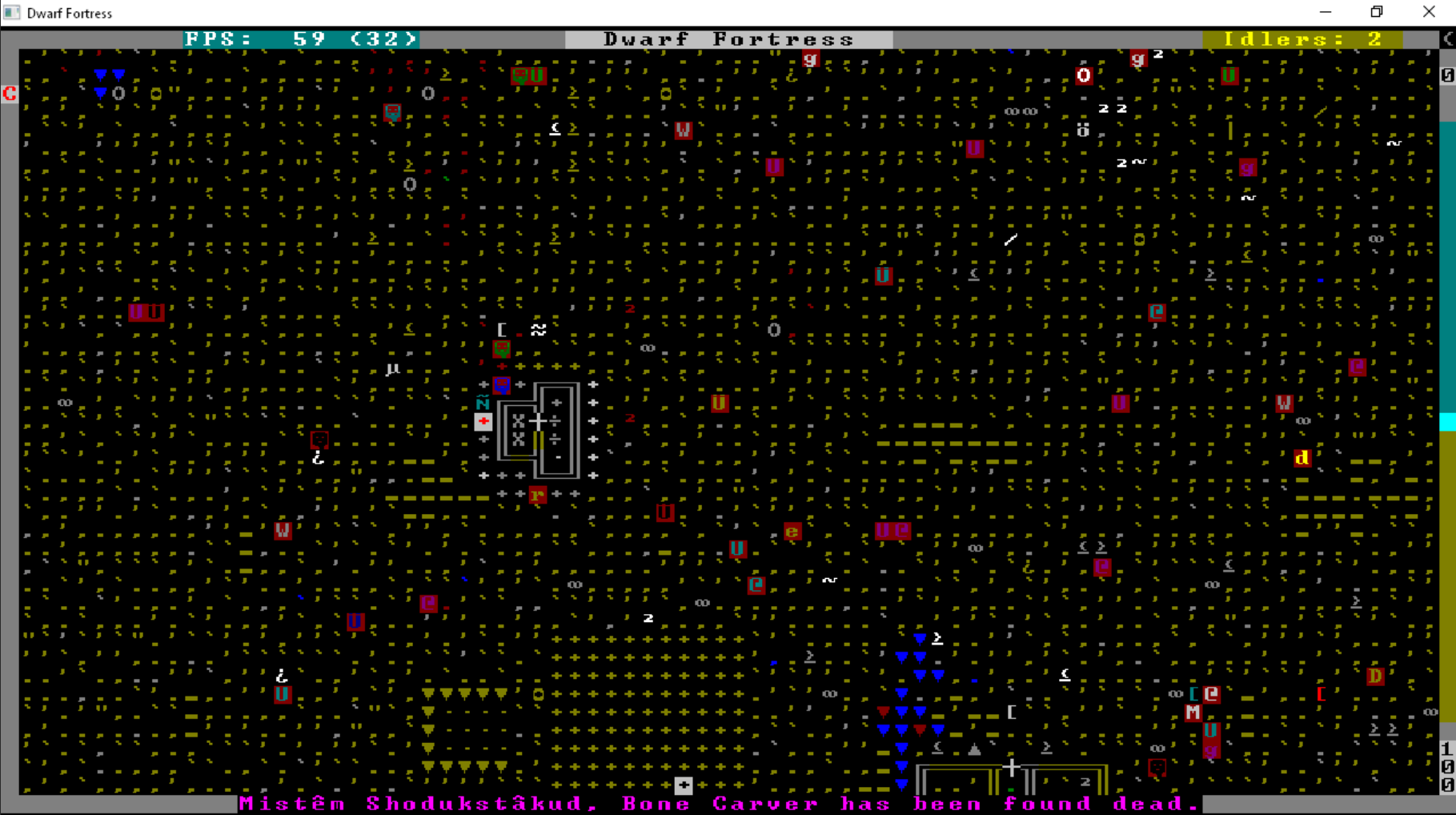


(<http://imgur.com/gYK0iwC>)

Mistem didn't have a chance. I should have left him to care for the other three.

[Spoiler](#) (click to show/hide)

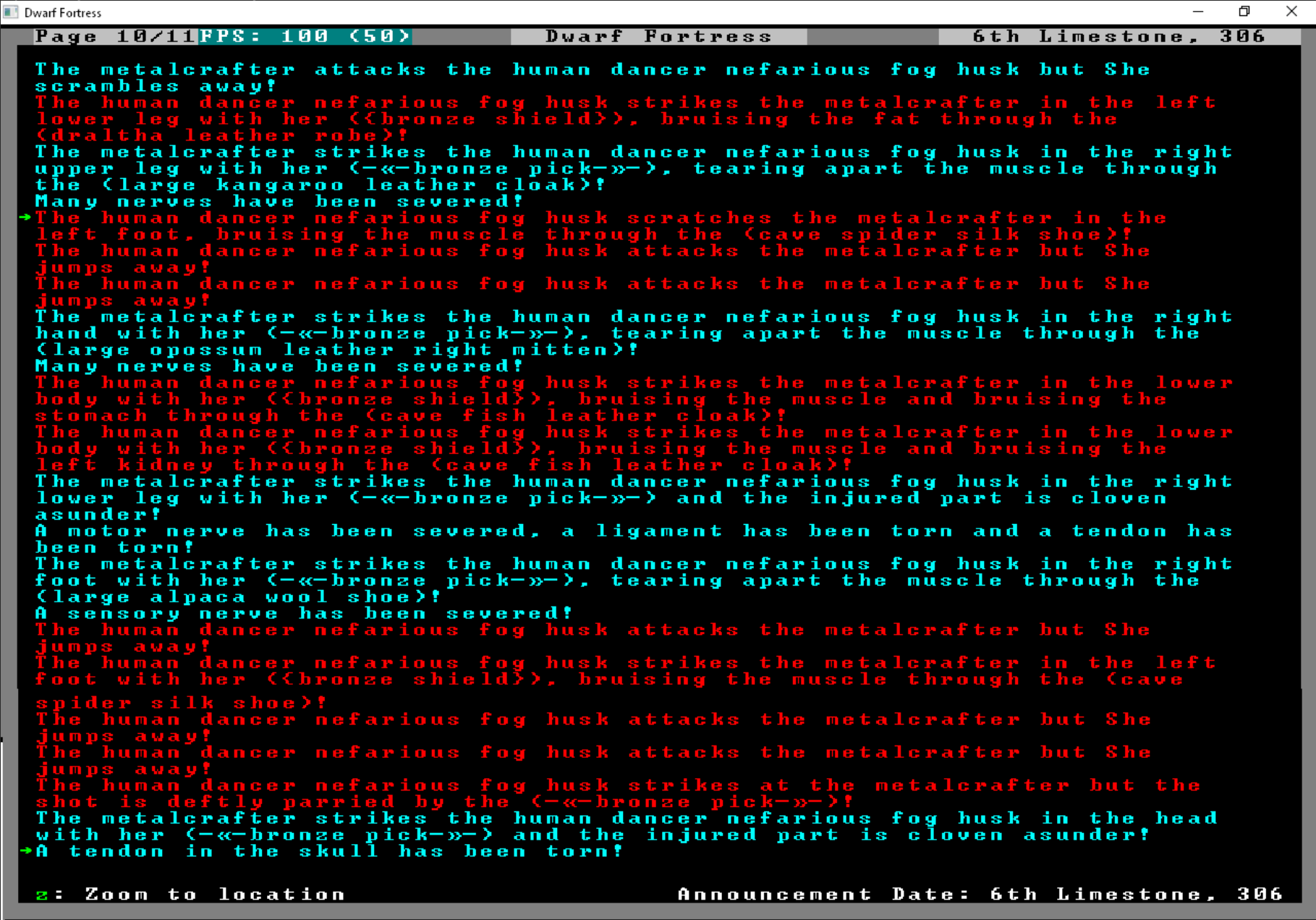




(<http://imgur.com/L1vsFM7>)

The fight was difficult and long but the thing had no edged weapon. I weathered a few blows suffering nothing but bruises from it's shield before finally splitting it's head asunder like it was soil.

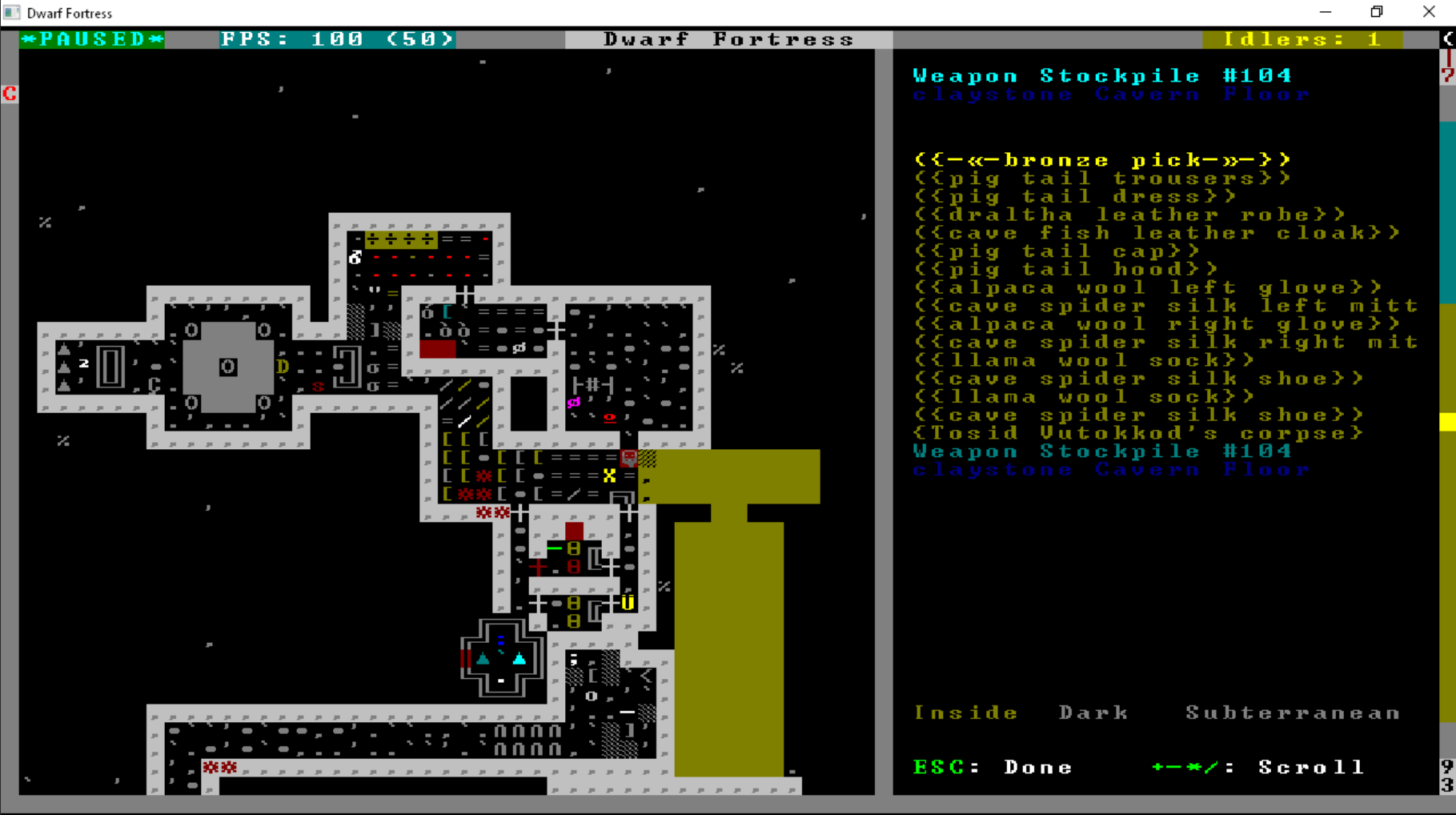
[Spoiler](#) (click to show/hide)



(<http://imgur.com/PNrSFjm>)

After sleeping most of the bruises off my old unhealed wounds are real noticable. Still feels bad. Back to work. Finished the big floor. Very weak. Brought a few things inside. Don't want to seal the surface in case I get too weak to re-open it. Must keep working, the other three are still injured. Faint. I need to secure water inside then I can seal us off from the surface and maybe I can get them recovered with some time.  
Slow.  
Hard to dig.  
Tired.  
Can't hold pick and book at once.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/4ARTyUA>)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **September 20, 2016, 08:18:55 pm**

Unarmed dwarves versus a husk? That didn't go too badly.  
  
Oh wait, they had a pick.  
  
Aw, poor Tosid. It's ok, death is not forever!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **September 20, 2016, 08:25:12 pm**

Quote from: Fleeting Frames on September 20, 2016, 08:18:55 pm  
Aw, poor Tosid. It's ok, death is not forever!  
Yes it is, he's not a forumite! Only forumites can body-hop!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **September 20, 2016, 08:44:51 pm**

Oh no, I wasn't speaking of body hopping at all. Why take a new body when there's a good one right there?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **September 20, 2016, 09:05:48 pm**

death might not be forever, but undeath sure is!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **September 20, 2016, 09:08:06 pm**

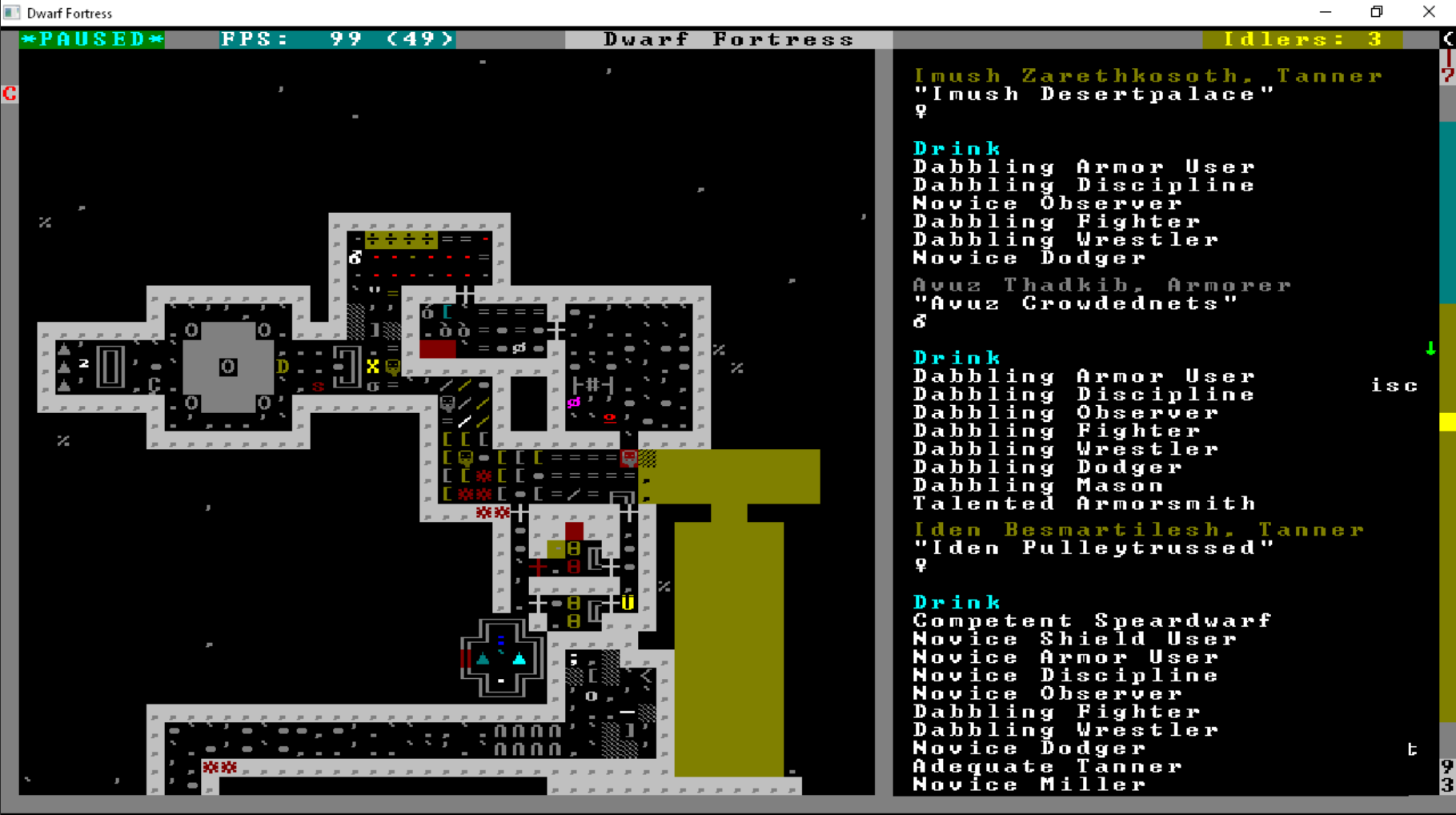
oh yeah

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **September 21, 2016, 01:41:56 pm**

~~Zutthan Authortrumpets~~ Ranger's Field Journal  
  
~~Tosid wrote this~~  
  
Iden's Notes

It was Avuz who brought it up first I think. Since Mistem left to get some water a few weeks ago nobody has been back to look at our finger cuts. Mine really stings. We're all pretty tired of sitting here though so Imush leads the plan to sneak out of the hospital to get some booze.

Spoiler (click to show/hide)



(<http://imgur.com/6hh3DOY>)

It was strangely quite. Seems we are alone here. The only dwarf we saw was a corpse that died peacefully with a pick in his hand. This old journal was beside him. The wine is fine but the company got worse when mid-drink the dead miner's corpse shables around the corner. I hooked it's left foot off with my pick then benecked it when it hit the ground. We got work to do.

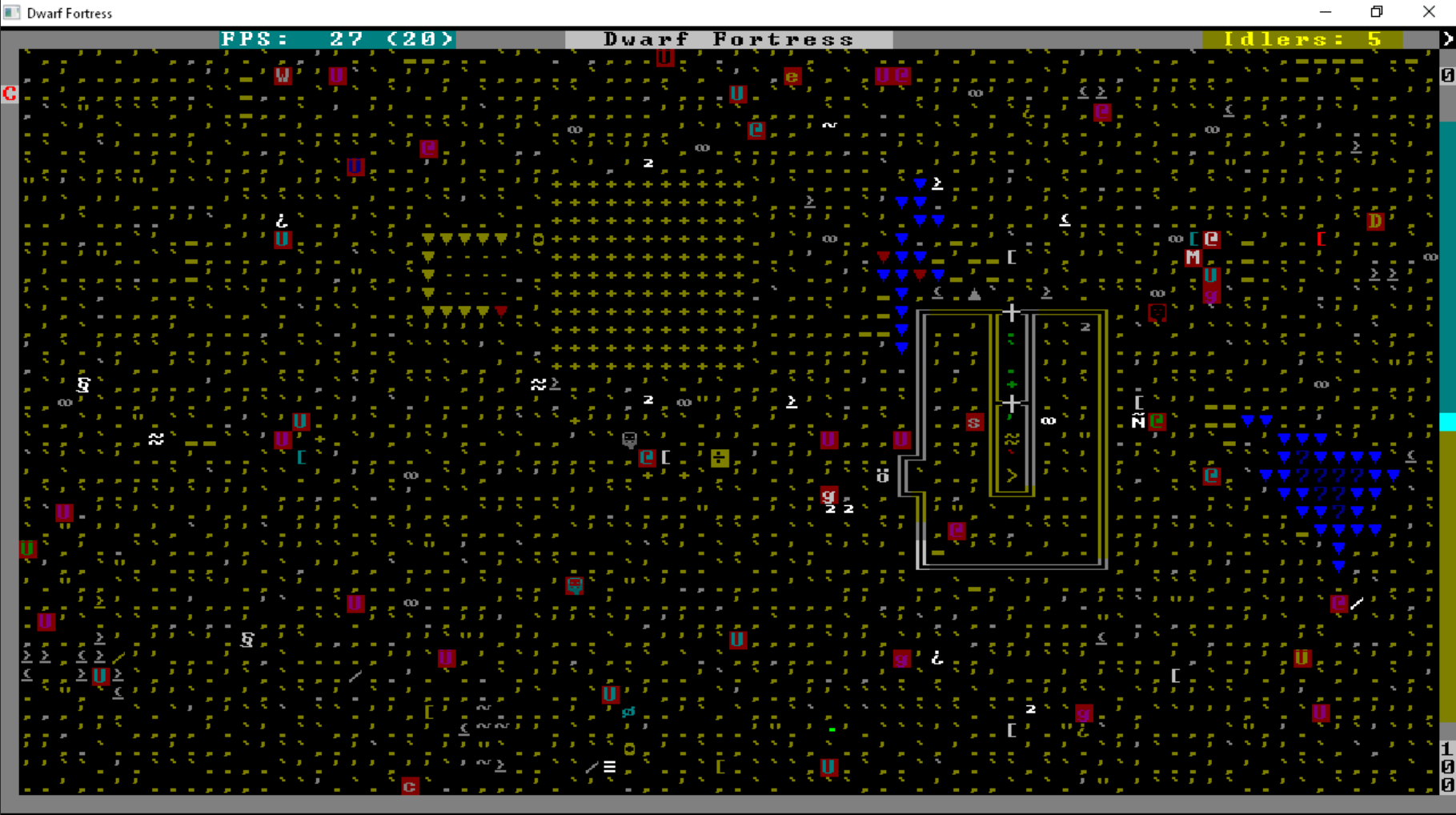
[Spoiler](#) (click to show/hide)



(<http://imgur.com/VDJ2KYh>)

The stockpiles are lacking a few things in here and are way too rich in reanimating corpse pieces. The dead miner's corpse comes alive once more briefly before Avuz dumps it on a pile of it's severed bits on the surface.

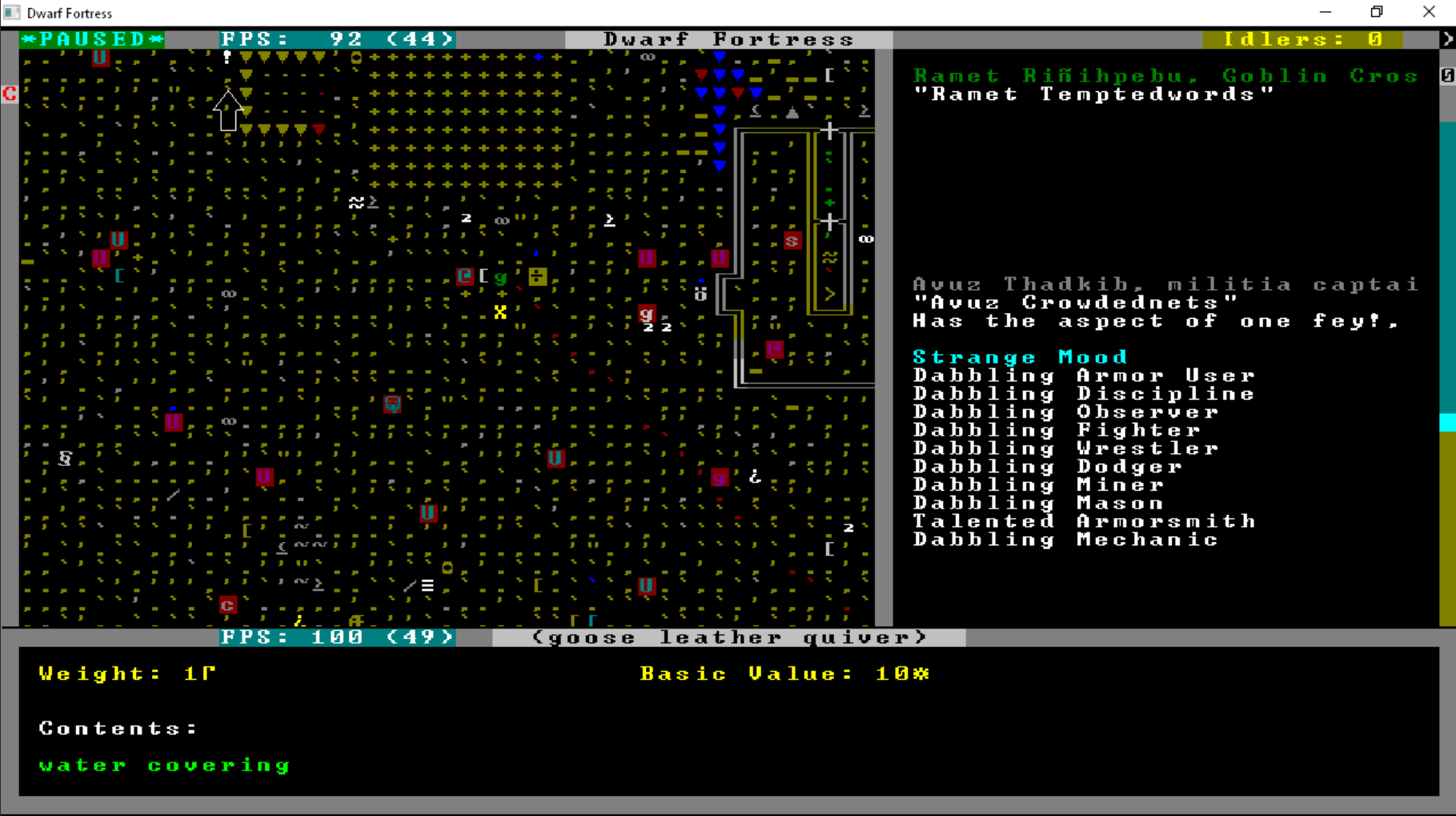
[Spoiler](#) (click to show/hide)



(<http://imgur.com/jsereUe>)

I don't know what he saw up there but we have a problem. Avuz is fey. He stopped on the surface at the edge of the ramp and won't come back in. Just stares off and he's not even looking the right way as a husked goblin crossbowman with no bolts limps towards him trailing a line of blood.

[Spoiler](#) (click to show/hide)

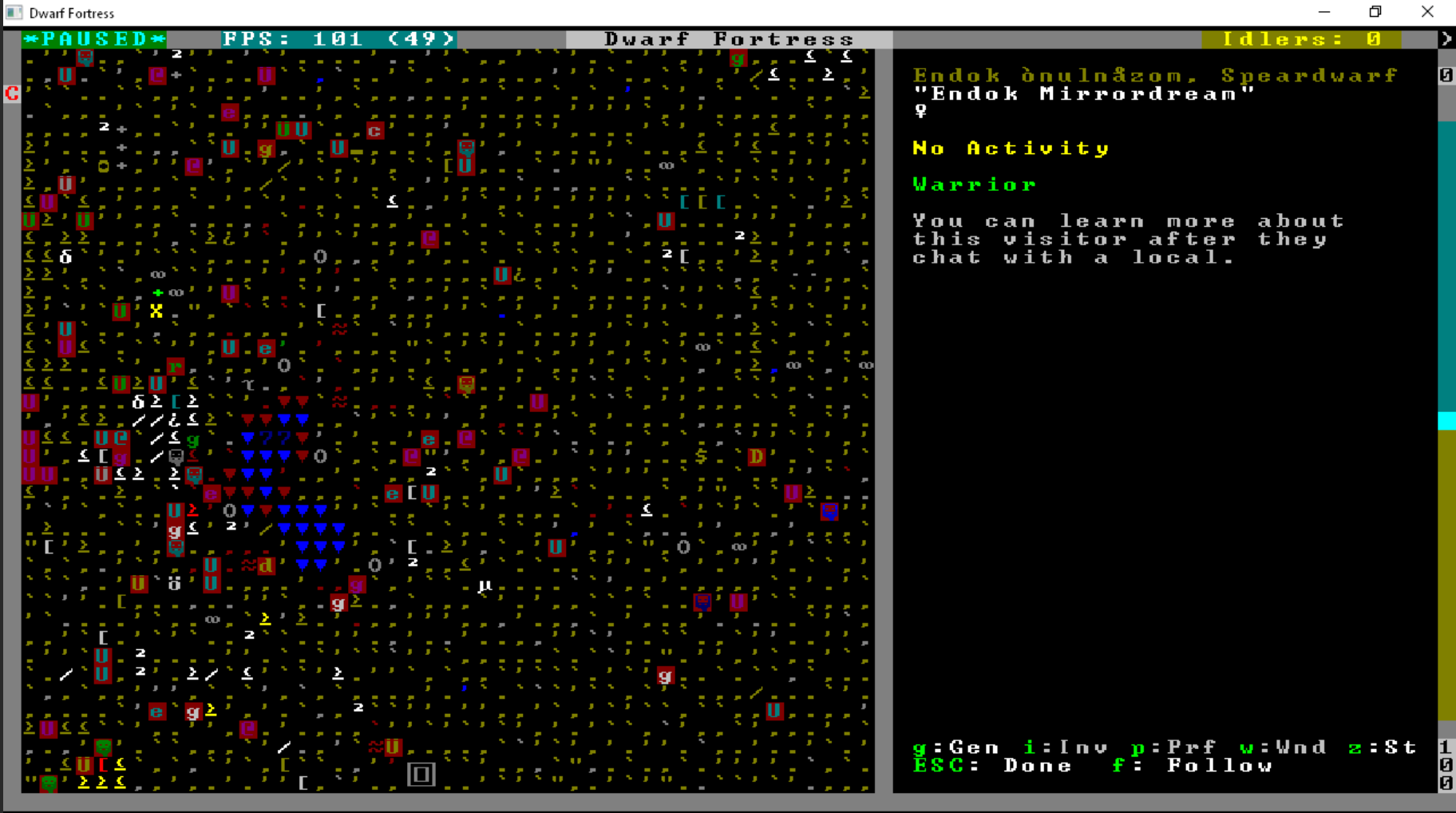


(<http://imgur.com/e8HVVYV>)

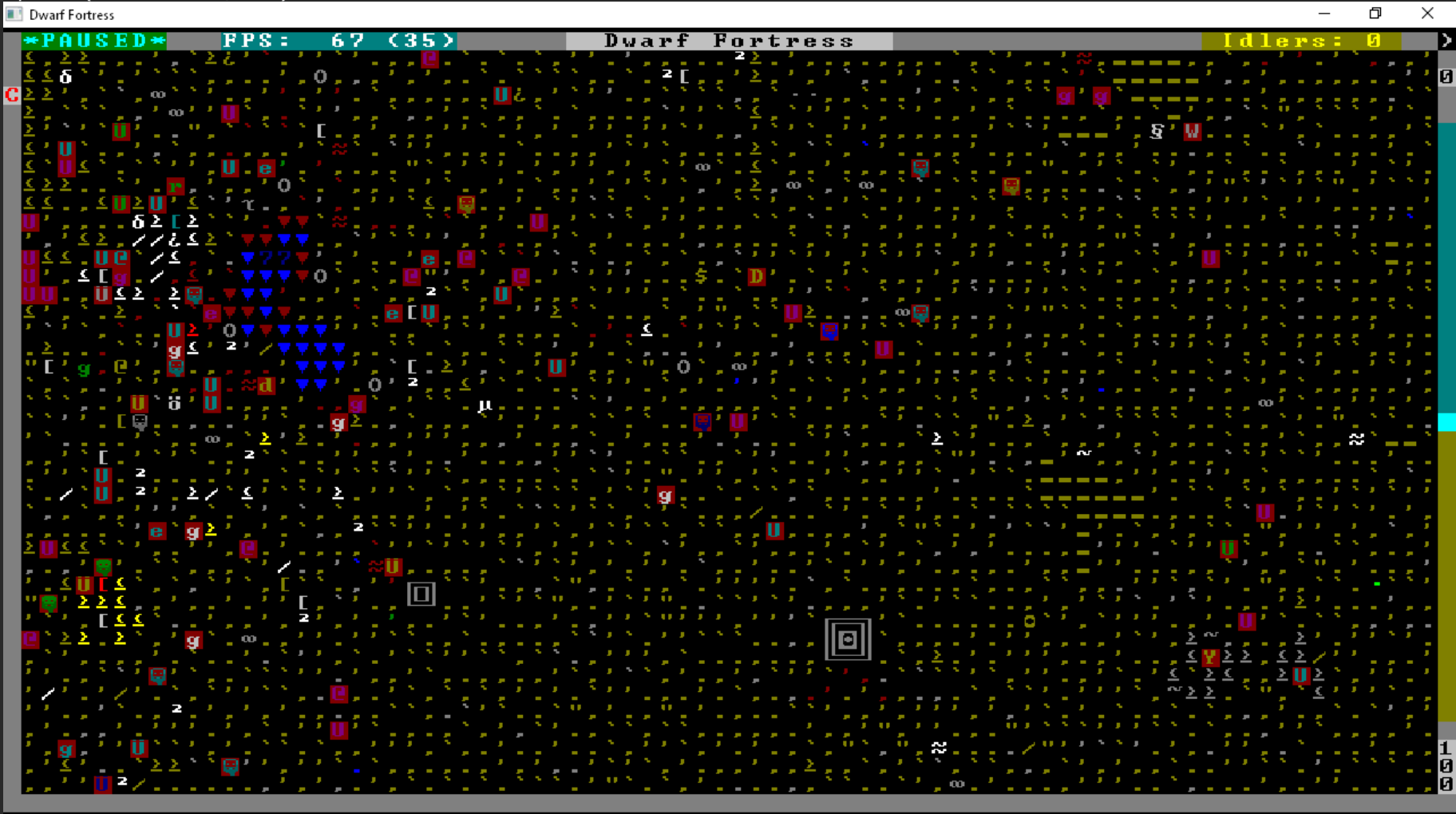
Imush stops stockpiling a rope and uses one of the anvils in here to start making a forge since Avuz was an armoursmith before we came here. Avuz finally sees the goblin husk and bolts north west away from the fort. The goblin husk is very fast and catching up with him as he rounds the pond when I see he really is fey.

[Spoiler](#) (click to show/hide)

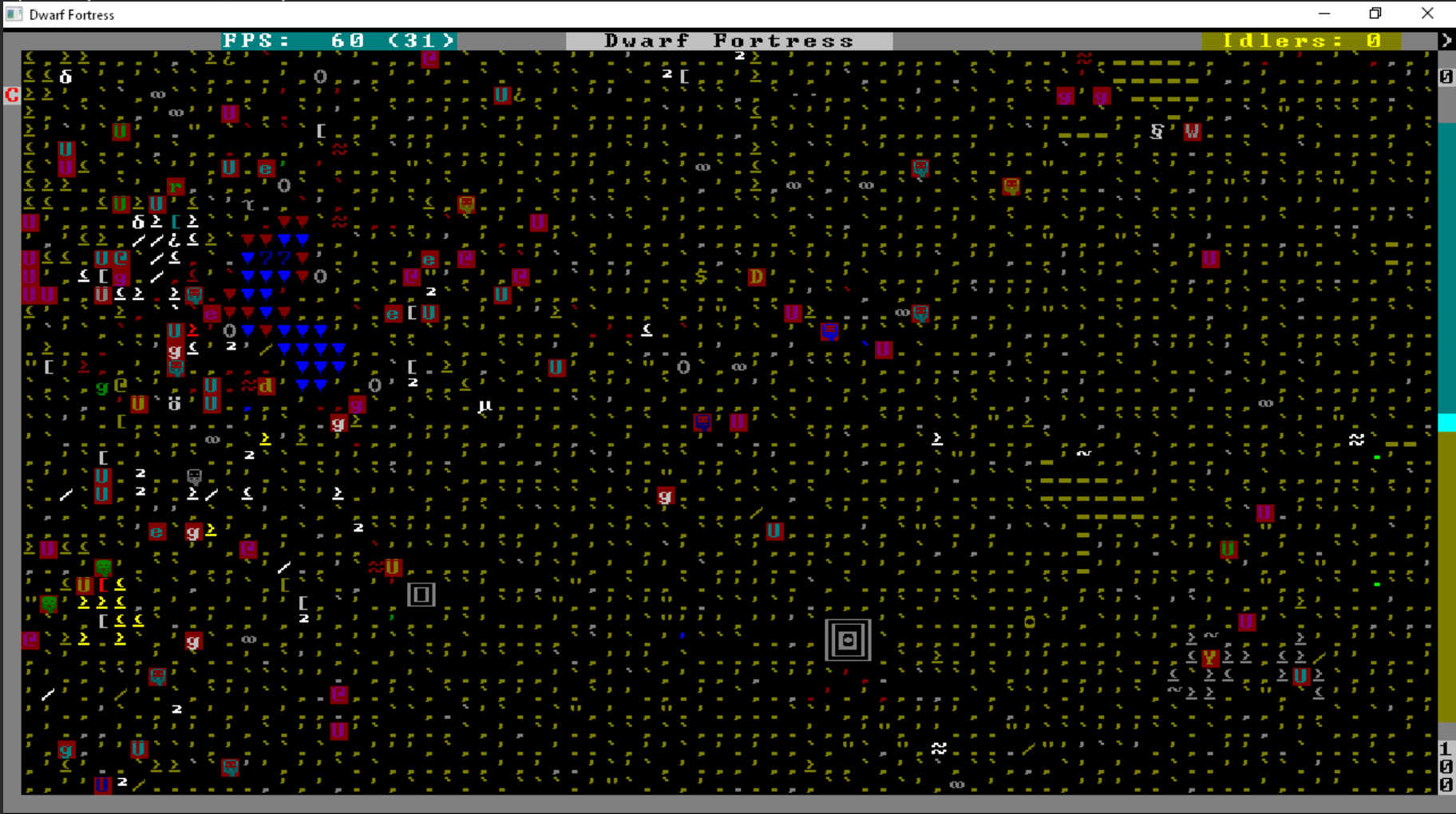




(<http://imgur.com/Qbc0u7J>)  
Spoiler (click to show/hide)



(<http://imgur.com/qSLJASm>)  
Spoiler (click to show/hide)



(<http://imgur.com/Acw4ziG>)

Avuz heads south to the west of the shore where he waits with a human lasher and bowman hanging around watching the waves. The forge is just completed when the lamb and donkey rush past in terror. A human poet husk is in the fort. Imush was mining so rushes it with his pick. He does a lot of damage to it but with little effect while taking a beating all over. I'll need some protection.

Spoiler (click to show/hide)



(<http://imgur.com/h6CjhEs>)

Together we finished the thing quickly and also the miners neck needed to be smashed again. Imush is bloodied and seems to have some internal injuries but is otherwise whole. We realizing that we haven't eaten since before entering the hospital when Avuz charges in to the forge to demand only one thing.

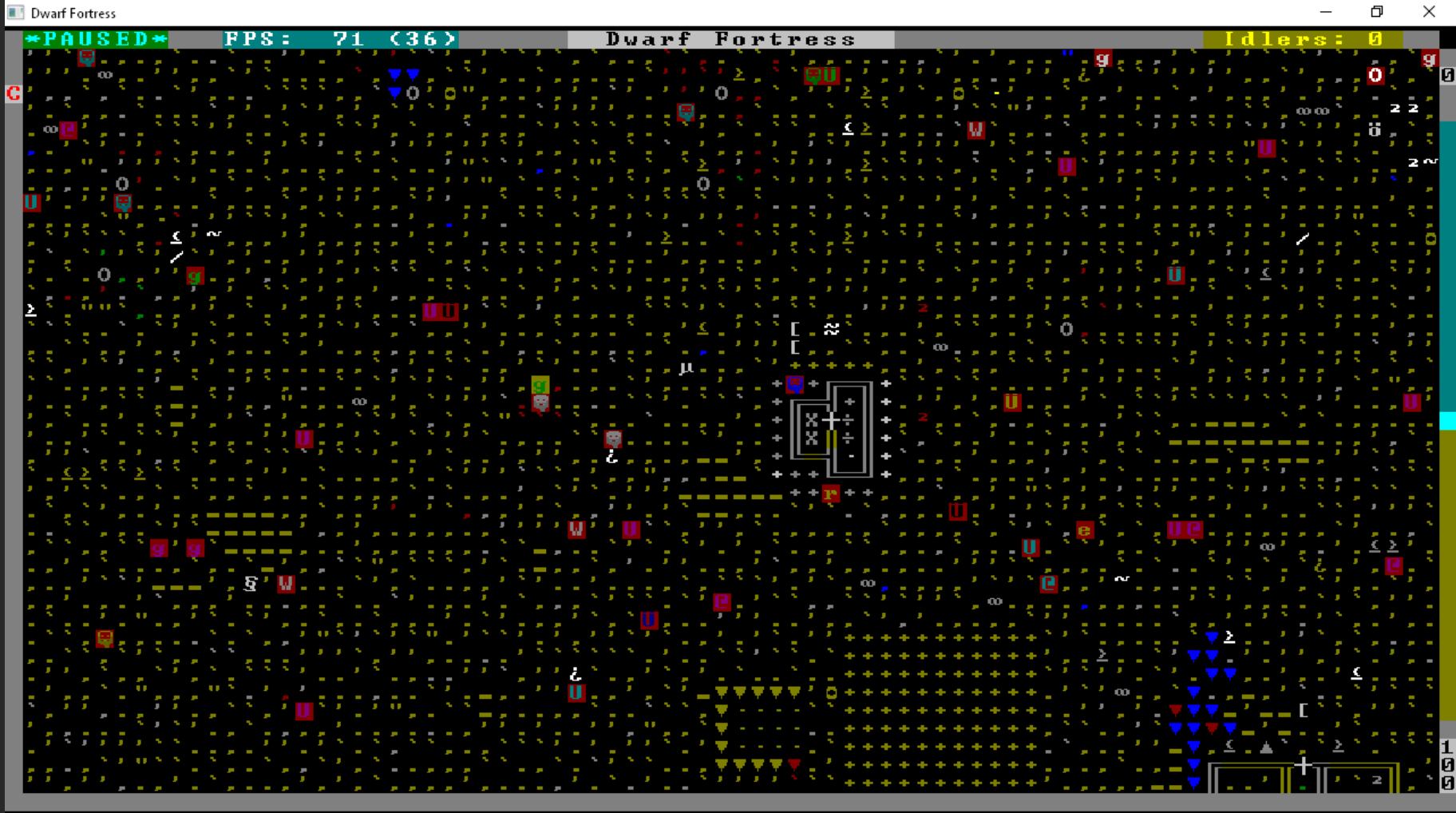
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(<http://imgur.com/DMUW1RK>)

I was looking for wagon wrecks from the entrance in hope of finding iron bars when I saw Imush headed west to the pond to clean himself off. The goblin crossbowman husk that Avuz dodged is still over there. I yelled at him to come back but he saw too late. The goblin husk was no slower then before and runs him down. Imush rained blows on the thing tearing cunk after chunk out of it but that did nothing to slow the husk's emotionless onslaught and he was beaten down and dead.

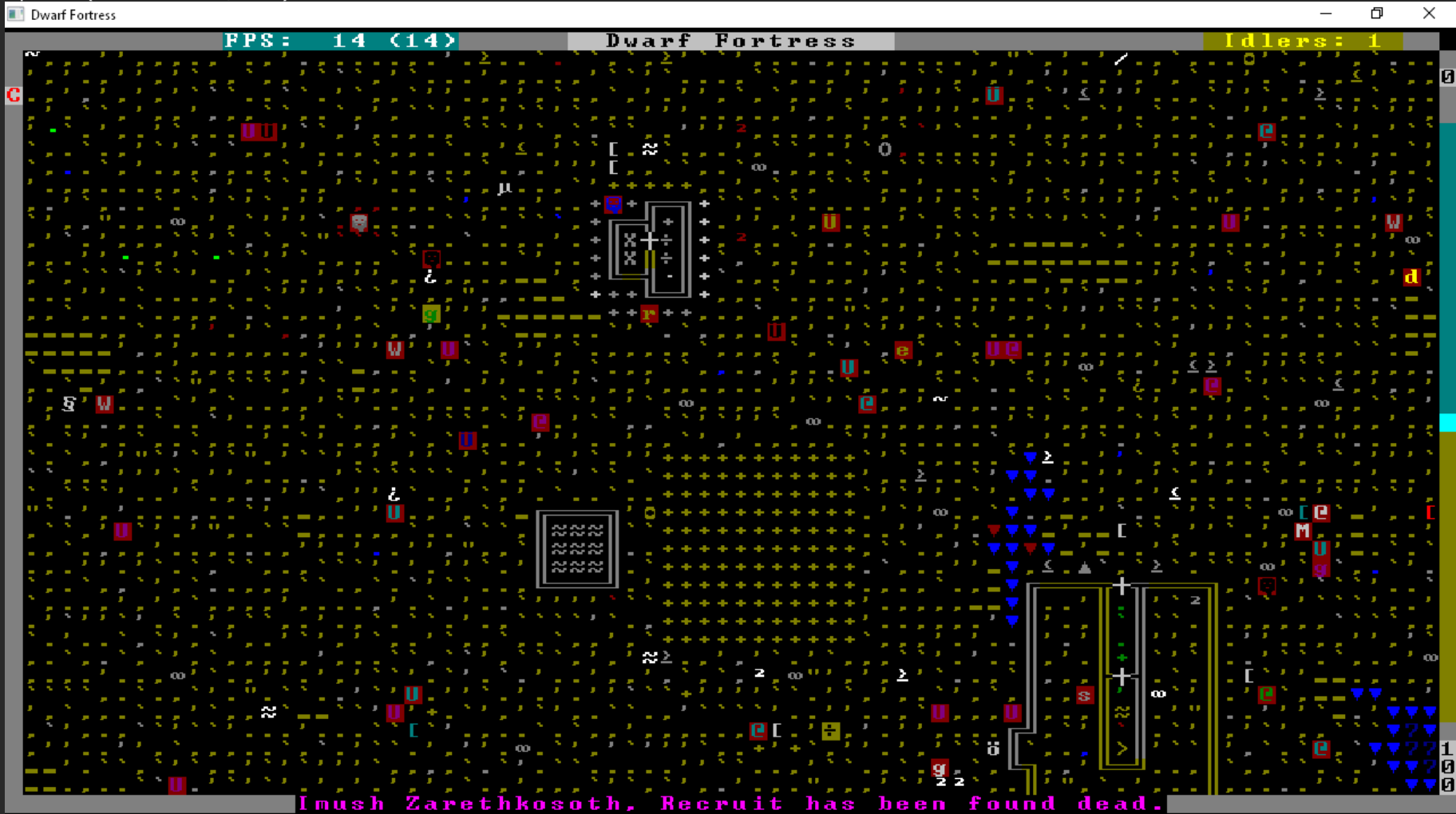
Spoiler (click to show/hide)



(<http://imgur.com/ENLDhrC>)  
Spoiler (click to show/hide)



(<http://imgur.com/FTgEm9V>)  
Spoiler (click to show/hide)



(<http://imgur.com/9BSpq32>)

We're sealed in now for sure. Fuck the surface. I've got two cranberries, a couple of half-full barrels of wine and a roommate who may go berserk in a couple months. Great.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **September 22, 2016, 12:09:17 am**

Avuz...Unfortunate fate, that.

Of course, normal evil 3-dwarf embark wouldn't have that happen. Would surface hobos realize that there must be more dwarves somewhere for feyness to come?

Maybe should build some bathtubs in my forts...Maybe with minecart guide timer to occassionally cleanse.

Are grown spears better than bare fists?

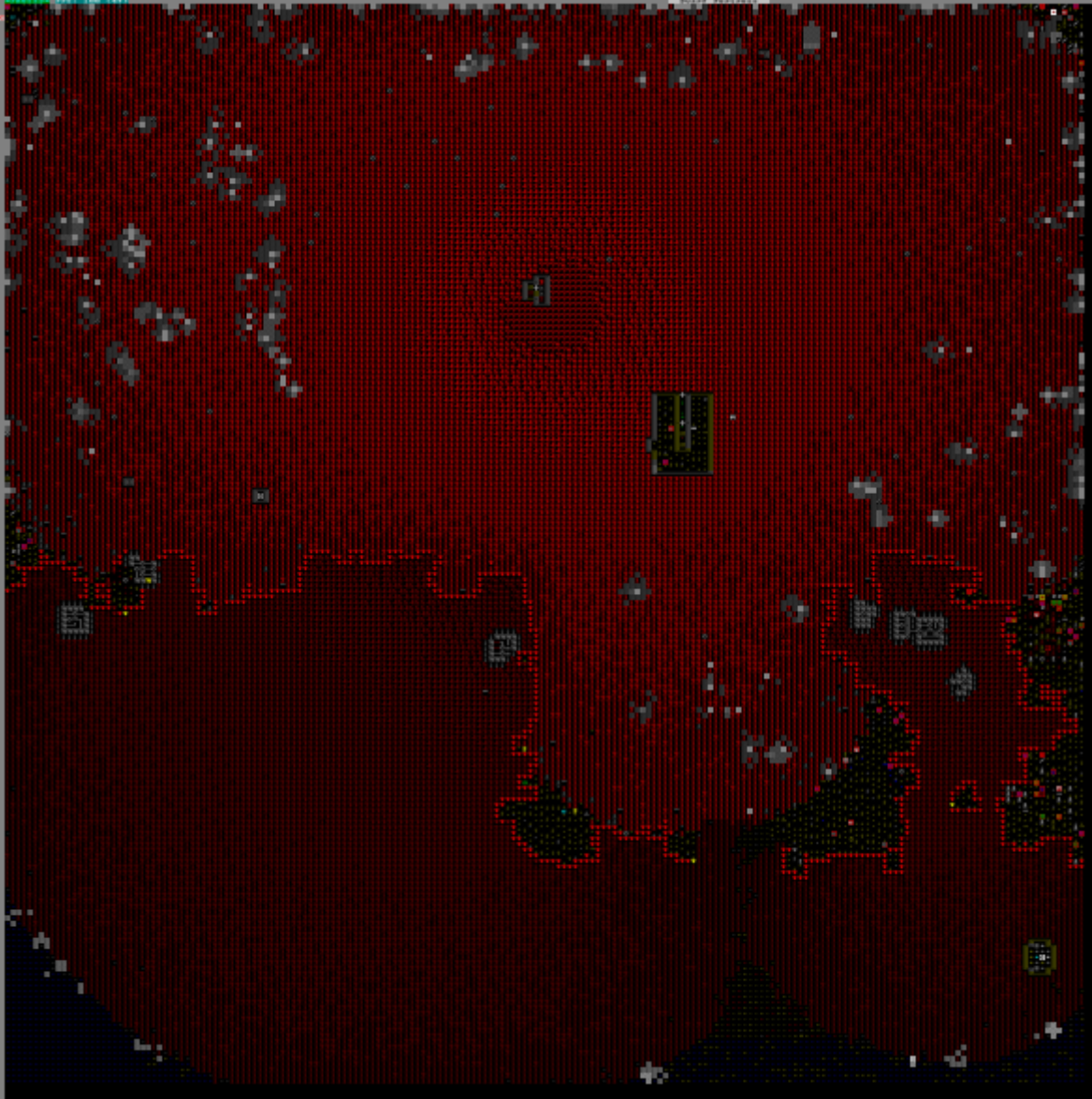
Husks...Right, inheriting skills.

Hm...two cranberries, bit of wine. Are you using burrows to stretch alcohol twice as far?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **September 23, 2016, 02:14:14 am**

Things went ok.

Spoiler (click to show/hide)



(<http://imgur.com/4z3VT1G>)

save: <http://dff.d.bay12games.com/file.php?id=12456>

The surface might need another month in the oven.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **September 23, 2016, 04:28:32 am**

Ahahaha.

Nice reveal.

You sneaky snek.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **September 23, 2016, 11:18:51 am**

HOLY HELL

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Evaris** on **September 23, 2016, 11:54:29 am**



Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **September 23, 2016, 08:37:06 pm**

I see that we opted to ~~do some spring cleaning~~ KILL IT WITH FIRE.



Most delightful turn of events!

Will pick up the save once I return from work and stuff.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **October 01, 2016, 11:54:55 am**

I do apologize for the lack of updates.

I've been busy with work and I should have plenty of free time in the days following tomorrow to get stuff done.

I picked up the save a few days ago, scanning through the fortress and wrapping my mind around it before my mind exploded from the craziness awesomeness that is BloodyHells.

I have since recovered (*after a few stiff drinks*) and I am contemplating what to do about the current state of the fortress.

I don't even know where to begin. On the one hand I am incredibly saddened by the destruction of the conglomerate codex containing the secrets of life and death. On the other hand, we have a notoriously deadly tin-glaze bound codex that rivals even the most deadly of adamantine weapons in our possession, standing at 56 kills. Which is now locked in a cage with its wielder, an elf nefarious fog husk.

Dead bodies and their refuse lie sprawled everywhere, as is customary might I add. The surface is being engulfed in a stream of cleansing lava, that has obsidianized a good portion of the surface of the ocean. Forlorn ghosts are roaming everywhere and we are sandwiched by Salo above and the stream of undead that roam the caverns below. The death list is at 2000+ and counting. Bloody death and destruction everywhere you look, though nobody really cares anyway.

The coterie of necromancers (*of which I am a member of*) are all moping because its lonely being an immortal being that laughs at death, and are all gradually getting slower day by day due to abstaining from booze. Everyone dwarf but 2 cooped up near the surface is an Armok-be-damned necromancer.

Well actually I exaggerate. Things are not so bad, so happiness is just fine. Except for NCommander whom is somehow unhappy.

But it is clear that the normal rules of most community forts do not apply to BloodyHells. Of what use is good food and drink to the likes of us?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **October 01, 2016, 12:44:24 pm**

1. Make a tavern. Dwarves will go there and order drinks.
2. What do you mean, sandwiched between Salo and the caverns? Salo is the titan, right? Didn't I trap it? Did some idiot let him loose?
3. Get some paper going so we can make a library. Maybe we can get one of the necromancers to make a new book of life and death.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **October 01, 2016, 02:29:37 pm**

Quote from: Zuglarkun on October 01, 2016, 11:54:55 am  
On the other hand, we have a notoriously deadly tin-glaze bound codex that rivals even the most deadly of adamantine weapons in our possession, standing at 56 kills. Which is now locked in a cage with its wielder, an elf nefarious fog husk.

...What.

Okay, codexes killing people is no surprise, but this level of destruction...How to weaponize on our side? Also, what are the stats on a codex as a weapon?

Could simply unleash the husk, granted, but I mean for dwarves.

Maybe interrupt a dwarf who is storing codex with some undead until they name the codex?

Having necromancers beat you to death with the secrets of life and death and then raise would be quite unique feat.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **October 01, 2016, 04:06:52 pm**

Do we know what happened to the conglomerate codex? I just figured it was in the library all along. We do have a tavern actually, right next to the library. I made mugs for it and assigned a tavern keeper (who died cleaning the caverns). NCommander is broken by stress or something and mopes around for a month or so every season now. He seems to spend the rest of his time obsessing over wealth in the temple instead of working. Was probably a bad choice as the replacement tavern keeper. Salo should still be just as secure as ever.

Some filler from winter;

~~Zutthan Author~~trumpets Ranger's Field Journal

~~Tesid wrote this~~

Iden's Notes

I wanted to get some plumphelmets planted right away but digging was slow so I rushed to build the temporary workshops needed to melt what precious iron things we had stockpiled until Avuz had iron bars to make his boot. The two of us then finished digging the farming area including a cistern for a well and punched through to a pocket of groundwater. We cleared up some clutter while the flooding dried up then got our food supply planted safe in the ground. Feeling quite confident.

Spoiler (click to show/hide)



(<http://imgur.com/WeUYbro>)

(Nearby in the soil layer the Imic memmorial aquipower facility meets it's power output requirements using up most of the wood - He was back-washed in during flow-starting and wouldn't get out - and Flame and Spish throw the levers opening the magma hatches and powering up the pump-stack.)

[Spoiler](#) (click to show/hide)



(<http://imgur.com/XYBaUWo>)

[Spoiler](#) (click to show/hide)



(<http://imgur.com/LC1gYnP>)  
[Spoiler](#) (click to show/hide)



(<http://imgur.com/Yx7FLTs>)

It started with the smell of smoke.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/vzEckVS>)

Then came the smell of panic.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/ZBztmIX>)

The outer trade bridge is compromised but it will buy donkey a moment to escape the doomed depot hall.

[Spoiler](#) (click to show/hide)

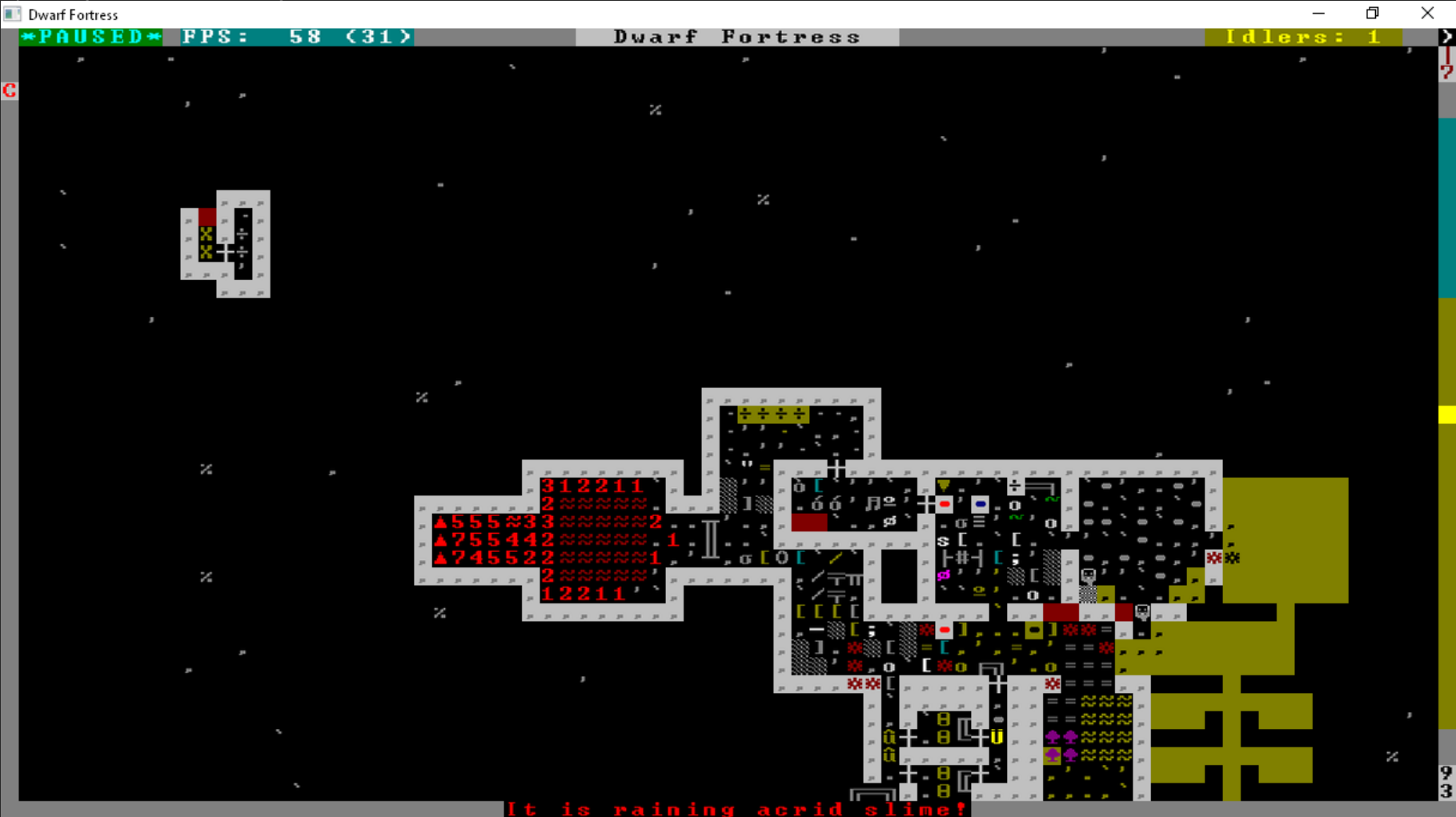




(<http://imgur.com/eP0AoV7>)

The inner bridge and donkey are secured before the outer fails.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/LSUBLqc>)

After a moment to relax it is decided we must source some magma-proof rock if we still hope to survive here. There were murky pools on the surface so it's likely only obsidian will be found there now. Stopping work on some optimistic bedrooms to cut an exploratory stair to the predicted obsidian location proved a bad idea. Apparently there's an aquifer here. Initial flooding control was lackluster to say the least.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/DMg1qc0>)

While significant loses were accepted and plans altered, motivation remained a problem.

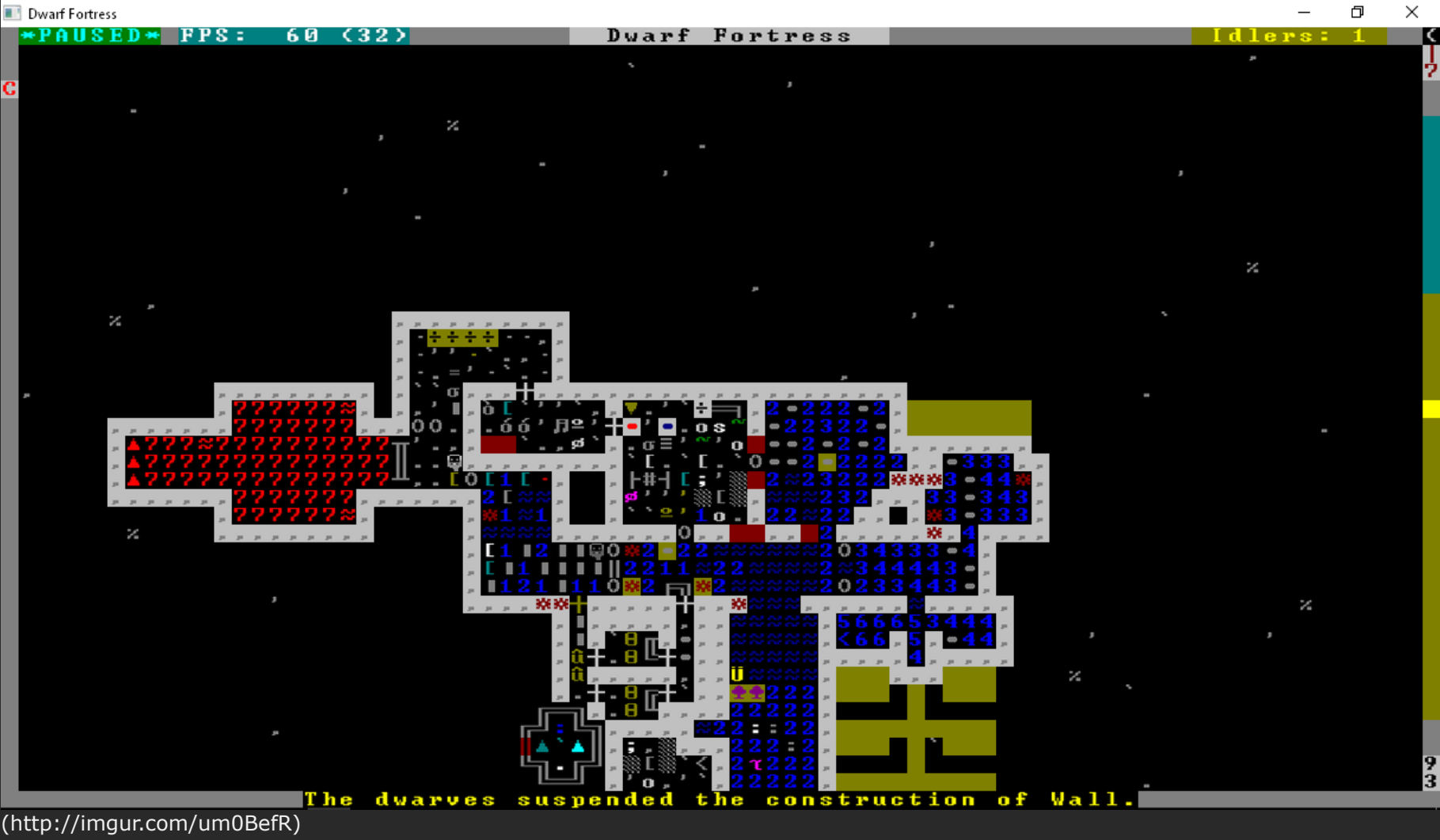
[Spoiler](#) (click to show/hide)



(<http://imgur.com/npD7rau>)

Perseverance eventually proved successful while carelessness seems to have released some foreign prisoner temporarily. We're not really much worse off then before.  
Poor doomed donkey.

[Spoiler](#) (click to show/hide)



(<http://imgur.com/um0BefR>)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **October 01, 2016, 04:21:54 pm**

- Hm, haven't previously irrigated by punching murky pools. I usually try to save them for fishing.
- Tunnel tube bridges are pretty, but massive overkill. Has there been any research into the FPS drain in flowing aquifers?
- If you had made outer depot bridge raise the other way, it'd have been magma-safe - 2 tile bridges raising to south and east are magma safe when raised, even if made from something like wood.
- Remind me, what did acrid slime do again?
- Accidentally flooding through aquifer, what fun. Strong enough current to push dwarves back. Nicely handled, though.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **October 01, 2016, 05:39:02 pm**

The 'groundwater' used for irrigation was actually the main fort's hospital well cistern and as-such it required some out-of story prep work and was re-filled after from the lever in the main fort.  
Since flow is just a tag and no water is moving any longer there should be no FPS impact from the Imic memorial aqui-power plant.  
It's actually when magma is able to share any of a non-magma-safe building's tiles that it can be destroyed iirc. The surface-level retracting bridge was intended to have been remembered and re-built before magma-ing the surface though.  
I don't even know. Dizziness maybe.  
I had practice from partially flooding the pumpstack earlier.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **October 01, 2016, 08:32:31 pm**

Sounds like no exact science on flow, but that it's small enough to be ditched as noise.

And you're wrong on bridges. It is only when the magma is over the bridge's center tile, not any tile. This means that 2-tile bridges that lower to south and east are safe when raised from magma in any direction (and yes, I have tested this - see Deathgame's microcline bridge in magma trash burner).

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **October 06, 2016, 06:22:41 am**

The Mayor was busy, as was custom every time there was a change in command at the beginning of the year. The rest of the populace was occupied in the library, or chilling in the tavern,  
Spoiler: listening to stories (click to show/hide)





Goden Kulettaran, Dwarf Engraver necromancer

"Goden Abbeysharks"

Creator ofSelenmadush, ♂

Tell Story

Dabbling Armor User

Dabbling Discipline

Adequate Observer (Rusty)

Dabbling Fighter

Dabbling Wrestler

Dabbling Dodger

Legendary Engraver

Dabbling Mason

Novice Strand Extractor (Rusty)

Adequate Stone Crafter (Rusty)

c: Combat

b: Labor


m: Misc

Enter: View Activity

Tell Story

In the midautumn of 302, the dwarf `Spish` Splashoil ceased to be the sheriff of The Shaken Corridors.

The Mayor found her next overseer praying in the Temple. It was not unusual for the more devout dwarves to attempt to commune to their gods in some fashion or another, Spoiler: like Deus Asmoth for example. (click to show/hide)



`Deus Asmoth' Ustuthigath, Declaimer necromancer

"`Deus Asmoth' Fencescape"

♂

Meditate on War

Competent Hammerdwarf (Rusty)

Novice Shield User (Rusty)

Novice Armor User (Rusty)

Novice Discipline (Rusty)

Master Observer

Adequate Fighter (Rusty)

Competent Dodger (Rusty)

Skilled Miner

Dabbling Building Designer

Dabbling Swimmer

but when she found her target she was... rather worried. Spoiler: All hail Tarem! (click to show/hide)



`Zuglarkun' Rigòthusân, Dwarf Miner necromancer

"`Zuglarkun' Craftmurdered"

♂

Meditate on Suicide!

Dabbling Hammerdwarf

Competent Marksdwarf (Rusty)

Novice Shield User (Rusty)

Novice Armor User (Rusty)

Novice Discipline (Rusty)

Legendary Observer

Legendary Fighter

Dabbling Archer

Adept Wrestler

Dabbling Striker

Perhaps some of us took this whole necromancer business, a tad more seriously than the others, she thought to herself.

Overseer Zuglarkun's Log:

2nd Granite

Nashonshash is a bloody charnal house. A deluge of lava flows lazily across its surface while undead prowl its forsaken corridors. The very soil is drenched in the stench of flesh and the walls are caked with dried blood. Well, nothing unusual here!

I have long since come to terms with my unliving state. Its not too bad when you get used to it. We're still dwarves on the inside.



Mayor *Shorast* had approached me for overseership, and I gladly accepted. There's nothing to do in this neck of the woods, so this will serve as a good distraction at the very least. My first order of business was to put an end to the deluge above. In order to access the surface, I ordered the magma pump stacks to be shut off for now.

I noticed we were without a few key positions on our  
[Spoiler: roster of nobles.](#) (click to show/hide)

The Nobles and Administrators of Nashonshash		
mayor	Shorast Darosdastot, mayor necromancer	[REQUIRE]
captain of the guard	VACANT	
militia commander	`Spish' Zulbankashez Enshal Zas, militia commander ne	[REQUIRE]
hammerer	VACANT	
manager	Erib Rovodunib, Dwarf Mechanic necromancer	[REQUIRE]
chief medical dwarf	`Flame' Idenibesh Fotthor Astod, chief medical dwarf ne	[REQUIRE]
broker	`NCommander' Cilobfikod Manthuldumatrithlut, broker	[REQUIRE]
bookkeeper	`Zuglarkun' Rigòthusân, Dwarf Miner necromancer	[REQUIRE]
militia captain	`NCommander' Cilobfikod Manthuldumatrithlut, broker	[REQUIRE]
militia captain	Shorast Darosdastot, mayor necromancer	[REQUIRE]
militia captain	Avuz Thadkib, militia captain	[REQUIRE]
militia captain	VACANT	
militia captain	VACANT	
militia captain	NEW	

Seeing as how I was eligible, I took the position of bookkeeper, and appointed *Erib* to the position of manager. There's some housekeeping to be done, so I've ordered some cleaning up. I know we are all necromancers and all, but it won't do to have all these body parts lying about.

While clearing out the unliving quarters, we happened upon the corpses of some of our  
[Spoiler: long deceased poultry.](#) (click to show/hide)

Spring has arrived!

Something has collapsed on the surface!

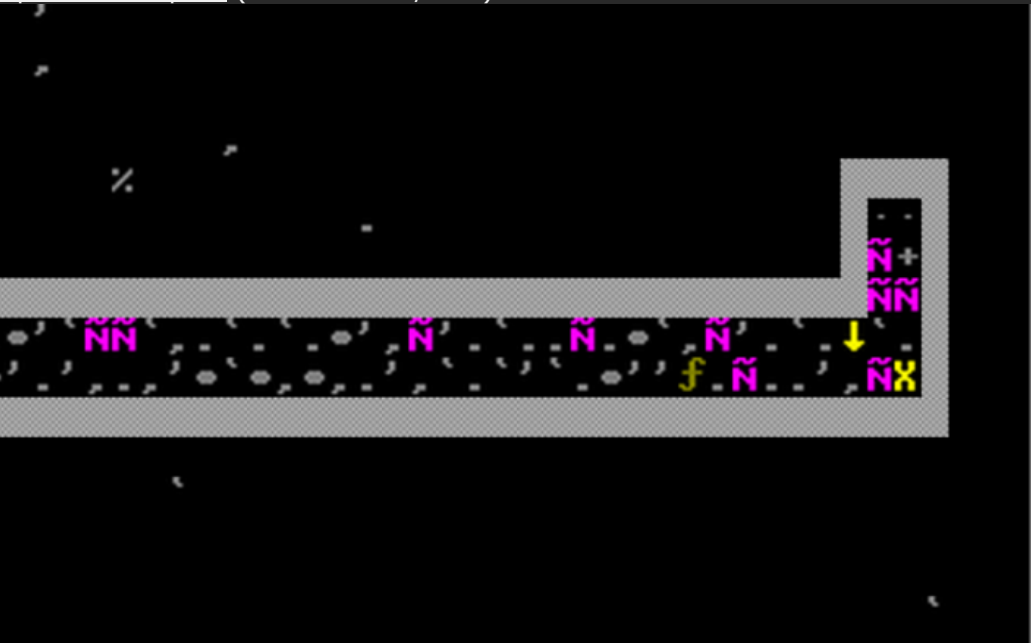
Something has collapsed on the surface!

Something has collapsed on the surface!

Rigòth Inethartob, Turkey Hen (Tame) has been found dead.

➔Dodók Egathkol, Hen (Tame) has been found dead.

There were all ordered to be  
[Spoiler: dumped.](#) (click to show/hide)



`Flame' Idenibesh Fotthor As

""`Flame' Paddleroast the Fo

Chief Medical Dwarf

Dump Item

Novice Axedwarf (Rusty)

Dabbling Armor User

Accomplished Discipline

Legendary Observer

Legendary Fighter

Dabbling Wrestler

Dabbling Striker


Legendary Dodger

Great Miner

Novice Wood Cutter (Rusty)

Speaking of which, I've been alerted that there is a reanimated wolf skin running amok in our workshop quarters.

From observation next door, we likely won't be able to get rid of it with our military without it occupying them in a futile battle for all eternity. Rather than risk that possibility, I've ordered a few  
[Spoiler: cage traps](#) (click to show/hide)



`Spish' Zulbankashez Enshal Zas, militia commander

""`Spish' Bannerlesson the Bud of Crystals

Creator of Gansitmostod

Load Cage Trap

Competent Axedwarf (Rusty)

Adept Macedwarf

Professional Shield User

High Master Armor User

Competent Discipline (Rusty)

Legendary Observer

Grand Master Fighter

Competent Wrestler (Rusty)

Dabbling Biter

Dabbling Striker

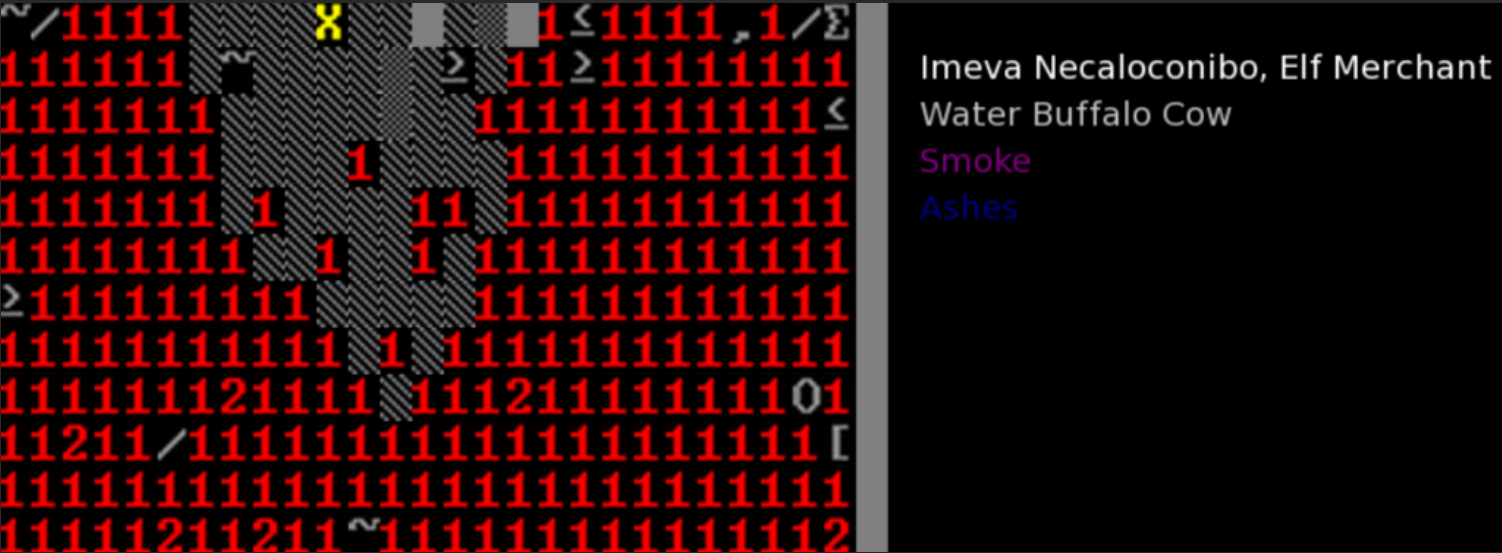
to be erected to deal with an annoying wolf skin that blocked off use of our workshop quarters. Hopefully all goes well.

Meanwhile, it has come to my attention that one of our visitors is stranded up above by the tide of lava.  
[Spoiler: Too bad](#) (click to show/hide)





It is raining acrid slime!  
A elven caravan from Emiinefa has arrived.  
→The merchants need a trade depot to unload their goods.



They complained about the lack of trade depot to unload their goods. Don't ask me how I managed to acquire that message, I just know OK? Now that I think about it, I think you got all your priorities mixed up if you're willing to wade through all that lava to trade. Stupid elves don't even have a sense of self-preservation. Still I suppose it doesn't hurt to try to meet their demands. Our former trade depot is occupied by unfriendly undead, so I don't think it'll do. I will get the masons to construct a replacement so we are not utterly cut off from the outside world (*though I think some of us might prefer it that way*). Still, we will need to wait for the lava up top to subside.

In the meantime, I decided upon consolidating some of our animals in one place. We opened up a tunnel to the caverns where a bunch of caged rutherers reside. I'm sure they will be of some use to us.

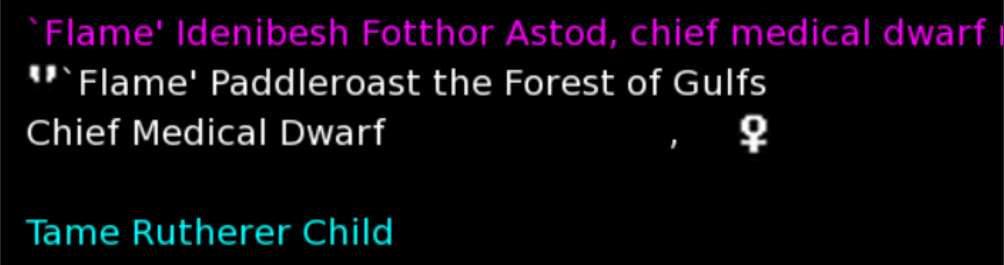
Spoiler: Whoops! (click to show/hide)



Too late, before the caverns can be sealed, *Ryukan* and a few others decided to storm the caverns to dump some trash that a previous overseer mandated. I put a stop to that by banning disposal of garbage for now.

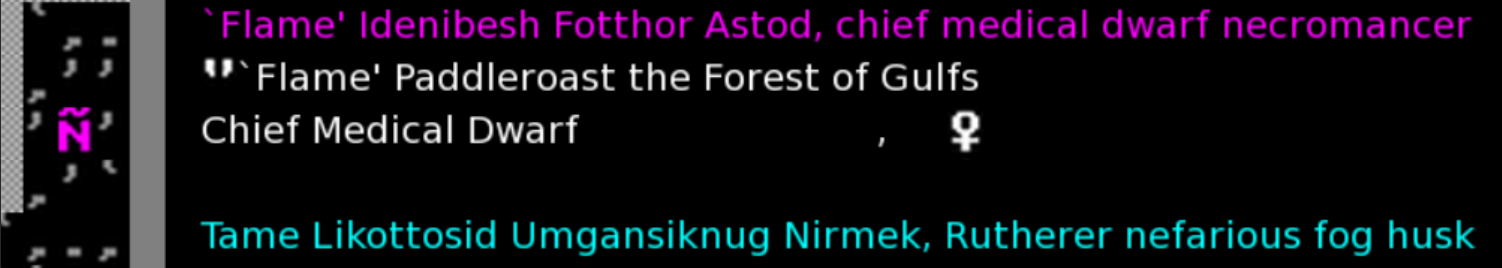
Once everyone was back safely, we sealed off the tunnel from the caverns and moved the caged beasts to a holding aread within the deep fortress. I've assigned the animal trainers to tame the younglings, while the adults might be of use to us to polish our

Spoiler: animal trainer skills. (click to show/hide)



Huh, more visitors. Doce a human macemen is visiting.

Also, I did not realize we can attempt to  
Spoiler: train these creatures (click to show/hide)

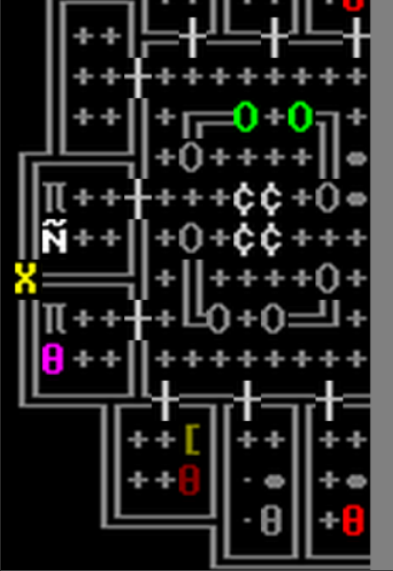


I doubt it will work, but no harm trying.

Looks like the undead giant ospreys have found themselves some fresh meat to play with. It did not end well for our human macemen.  
Spoiler (click to show/hide)








Vabôk Likotorshar, Ghostly The Master  
"Vabôk Inkwebs"  
♀

Vabôk Likotorshar

A short, sturdy creature fond of drink and industry.

A forlorn haunt, seeking out known locations or drifting around the place of death. This spirit has not been properly memorialized or buried.



Avafi Vesifaÿemi, Ghostly Elf Poet  
"Avafi Conflictborn"  
♀

Avafi Vesifaÿemi

A medium-sized creature dedicated to the ruthless protection of nature.

A forlorn haunt, seeking out known locations or drifting around the place of death. This spirit has not been properly memorialized or buried.

I guess we are all kindred of some sort being undead and all. But from my meager understanding, we retain most of our faculties and have a firm anchor to the material world whereas ghosts are more prone to act upon their emotions and are incorporeal for the most part. For immortal beings such as us, it is important to reduce risks of permanent injury, like this violent ghost for example.  
[Spoiler: whoo spooky!](#) (click to show/hide)

Likot Ideneshtân

A medium-sized humanoid driven to cruelty by its evil nature.

A violent ghost. This spirit has not been properly memorialized or buried.

I guess what I am saying is that these specters of the living can threaten us while we can't do anything about them. I've ordered a bunch of slabs  
[Spoiler: made and engraved](#) (click to show/hide)

`Puzzlebark' ádolkel, Dwarf Miner necromancer

"`Puzzlebark' Complexmetals"

♂

Construct rock Slab



Craftsdwarf's Workshop

Likot Ideneshtân (Engrave Memorial)  
Avafi Vesifaÿemi (Engrave Memorial)  
Vabôk Likotorshar (Engrave Memorial)

a: Add new task  
c: Cancel task  
p: Promote task  
n: Do task now!

+ - / \*: Select  
d: Details

to appease them as is dwarven tradition and reclaimed some of the forbidden slabs in the upper fort to bolster our stock.

As bookkeeper, I decided we needed all our codices in one place so as to be able to keep track of them easily (*not that I had any problem doing so of course*). The order was given out to salvage as many of the codices as were possible from the wreckage above.

Led Tanunib, Ghostly Ranger has been

Spoiler: put to rest. (click to show/hide)

The dwarves were unable to complete the gabbro Slab.  
A cloud of nefarious fog has drifted nearby!  
→ Led Tanunib, Ghostly Ranger has been put to rest.

26th Granite 307

Okay, the giant osprey corpse has found the  
Spoiler: elf merchants. (click to show/hide)

→ The giant osprey corpse misses the elf merchant!  
The giant osprey corpse attacks the elf merchant but She jumps away!  
The giant osprey corpse attacks the elf merchant but She jumps away!  
The giant osprey corpse misses the elf merchant!  
The giant osprey corpse misses the elf merchant!  
The giant osprey corpse misses the elf merchant!  
The giant osprey corpse charges at the elf merchant!  
The giant osprey corpse collides with the elf merchant!  
The elf merchant is knocked over and tumbles backward!  
The giant osprey corpse is caught in a burst of steam!  
The giant osprey corpse snatches at the yak bull in the tail with his first toe, left foot, tearing the fat!  
The giant osprey corpse is caught in a cloud of steam!  
The giant osprey corpse snatches at the yak bull in the right rear leg with his first toe, left foot, tearing the fat!  
The giant osprey corpse is caught in a burst of steam!  
The giant osprey corpse is caught in a cloud of steam!  
The giant osprey corpse snatches at the yak bull in the upper body with his first toe, left foot, tearing the muscle!  
The giant osprey corpse is caught in a burst of steam!  
The giant osprey corpse is caught in a burst of steam!  
The giant osprey corpse snatches at the yak bull in the left rear leg with his first toe, right foot, tearing the muscle!



I guess we won't be conducting trade after all.

We've dubbed the bird of prey *Dreamyankle the Frosty Wires* in admiration of its prowess in dissecting elves.

We have yet another  
Spoiler: Visitor (click to show/hide)



Good luck getting in!

1st Slate 307

Spoiler: Unsurprisingly. (click to show/hide)

→ The fortress attracted no migrants this season.



Up above, the giant osprey corpse swoops down and tries to take on the human but the human drives it off, not without suffering severe injuries. An elf, *Narena* reanimates and goes after the human, but the human axeman *Rostfen* kills it and succumbs to its wounds. *Rostfen* now resurrects and goes after the dwarf warrior swordsdwarf *Onget*. *Onget* kills the human corpse but also suffers the same fate, dying and reanimating. This time the corpse goes after the speargoblin *Quabu*, but is fended off successfully.

Ehh screw the details, you ran the gauntlet and survived? Good! We need folk of your mettle! Welcome to Bloodyhells!

*Goden* meets the survivor of the scuffle above ground, one *Quabu Isunberu*. *Goden* welcomes the mercenary and locks the door behind him.

[Spoiler](#) (click to show/hide)



Quabu Isunberu, Goblin Spearman

"Quabu Basesplay"

♂

No Activity

Warrior

You can learn more about this visitor after they chat with a local.

q:Gen i:Inv p:Prf w:Wnd z:St

*Quabu* attends a meeting with the mayor, proclaiming that he heard the *Garlic of Vipers* would make a good base for

[Spoiler: a mercenary](#) (click to show/hide)



Quabu Isunberu, Goblin Spearman

"Quabu Basesplay"

♂

Attend Meeting

Warrior

This visitor has come seeking work as a mercenary. He heard The Garlic of Vipers would make a good base for a mercenary.

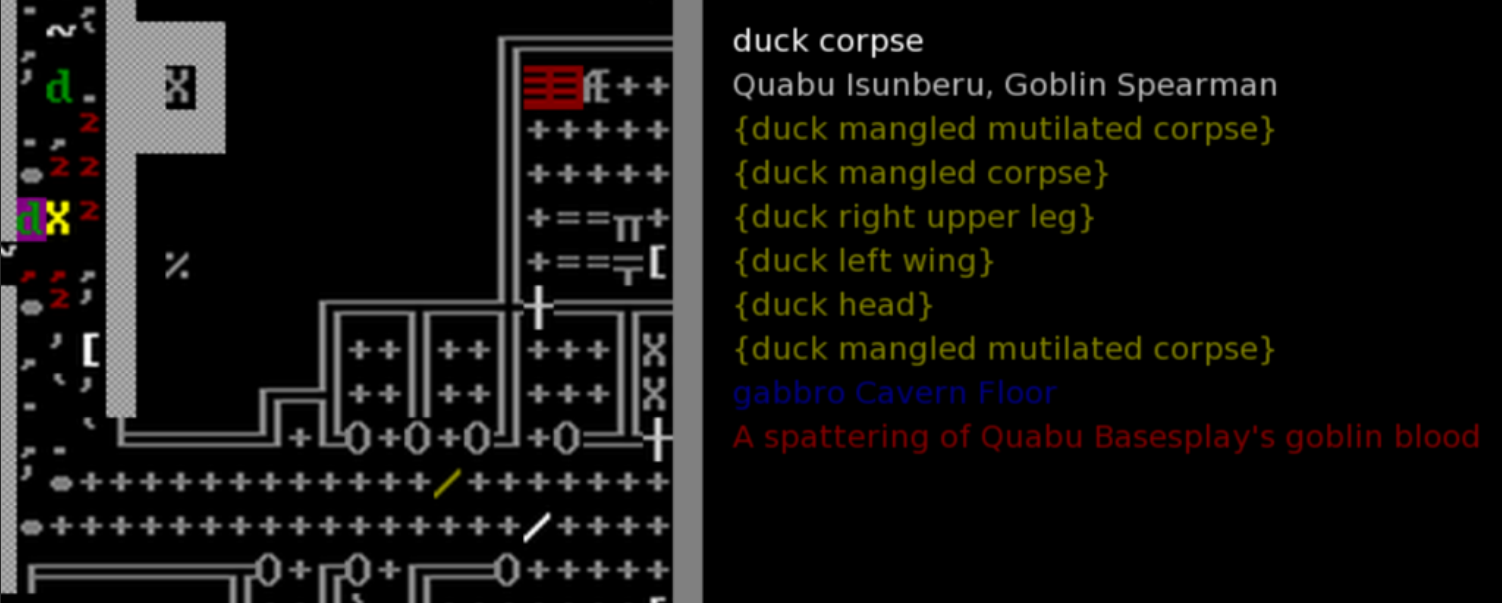
q:Gen i:Inv p:Prf w:Wnd z:St

Hoo boy, you have *no idea* what you are getting into.

Hah, I spoke too soon. Another mercenary arrives, *Lolor* a marksdwarf. Good to see at least some folk are not deterred by this hellhole!

In the meantime, *Quabu* is put to a test of skill against our pet ducks. He does well for awhile but ultimately is humiliated by the billed ones.

[Spoiler: Yet another combatant succumbs to an eternity of combat](#) (click to show/hide)



Meanwhile the only other living dwarves are doing reasonably well in their little hidey hole. Unfortunately, the starving ewe could prove to be a threat should it expire and reanimate as  
[Spoiler: an undead.](#) (click to show/hide)



Ok, more visitors. This time a goblin bard. And even more visitors, a human spearman.

In hopes that someone will record down the secrets of life and death ere we forget, I appointed a scholar and scribe to  
[Spoiler: the Chamber of death.](#) (click to show/hide)

Library

All visitors welcome

Bookcases: 9  
Written objects (incl. copies): 58

Total number of each to scribe: a: 2)Boxes/bags in common area: 2

Writing Material (Desired): 2 (b: 10)Tables: 8  
Chairs: 8

Scholar  
Scholar  
Scribe  
Scribe

`NCmmndr' Clbfkd Mnthldmtrthlt, brkr nc  
Assign occupation  
`Spsh' Zlbnkshz Enshl Zs, mlt cmmndr ncr  
Assign occupation

Oops, *Irol* the human spearman is set upon by a swarm of giant firefly corpses, he does well until he dodges into a pool of cooling lava.  
[Spoiler: Irol uses dodge! It is not effective...](#) (click to show/hide)





➤The human spearman stabs the giant firefly corpse in the abdomen with his (bronze spear), fracturing the chitin!  
A ligament has been torn and a tendon has been torn!  
The giant firefly corpse attacks the human spearman but He jumps away!  
The giant firefly corpse misses the human spearman!  
The giant firefly corpse attacks the human spearman but He jumps away!  
The giant firefly corpse attacks the human spearman but He jumps away!  
The giant firefly corpse misses the human spearman!  
The giant firefly corpse attacks the human spearman but He jumps away!  
The human spearman stabs the giant firefly corpse in the left wing with his (bronze spear), denting it!  
A ligament has been torn and a tendon has been torn!  
The giant firefly corpse misses the human spearman!  
The giant firefly corpse misses the human spearman!  
The human spearman stabs the giant firefly corpse in the head with his (bronze spear), fracturing the chitin!  
A ligament has been torn and a tendon has been torn!  
The giant firefly corpse misses the human spearman!  
The giant firefly corpse misses the human spearman!  
**The giant firefly corpse charges at the human spearman!**  
The human spearman jumps away!  
The giant firefly corpse misses the human spearman!  
The giant firefly corpse misses the human spearman!  
  
The giant firefly corpse misses the human spearman!  
The giant firefly corpse misses the human spearman!  
The giant firefly corpse misses the human spearman!  
The giant firefly corpse misses the human spearman!  
The giant firefly corpse misses the human spearman!  
**The giant firefly corpse charges at the human spearman!**  
The human spearman jumps away!  
**The human spearman is caught in a pool of lava!**  
**The human spearman is caught in a pool of lava!**  
The giant firefly corpse misses the human spearman!  
**The human spearman is caught in a pool of lava!**  
**The human spearman is caught in a pool of lava!**  
**The human spearman is caught in a pool of lava!**  
**The human spearman is caught in a pool of lava!**  
The giant firefly corpse misses the human spearman!  
**The human spearman is caught in a pool of lava!**  
**The human spearman is caught in a pool of lava!**  
➔**The human spearman is caught in a pool of lava!**

Tiqua the human lasher visits and is also swarmed by undead.  
Spoiler: [Hello Tiqua, goodbye Tiqua.](#) (click to show/hide)

The human lasher is no longer stunned.

The human lasher lashes Evala ìlemina's corpse in the right foot with her (bronze whip), chipping the bone!

Evala ìlemina's corpse attacks the human lasher but She jumps away!

The human lasher lashes Evala ìlemina's corpse in the head with her (bronze whip), bruising the muscle and chipping the skull!

Evala ìlemina's corpse attacks the human lasher but She jumps away!

The human lasher lashes Imeva Necaloconibo's corpse in the right lower leg with her (bronze whip), chipping the bone!

Imeva Necaloconibo's corpse misses the human lasher!

Tiqua Tokritiquo, Human Lasher: Help! Save me!

Tiqua Tokritiquo, Human Lasher: Help! Save me!

Tiqua Tokritiquo, Human Lasher: Help! Save me!

Tiqua Tokritiquo, Human Lasher: Help! Save me!

Tiqua Tokritiquo, Human Lasher: Help! Save me!

Tiqua Tokritiquo, Human Lasher: Help! Save me!

Tiqua Tokritiquo, Human Lasher: Help! Save me!

Onget Lîlarnish's corpse misses the human lasher!

Onget Lîlarnish's corpse attacks the human lasher but She jumps away!

Onget Lîlarnish's corpse punches the human lasher in the right hand with her right hand, bruising the bone through the (large sheep wool right mitten)!

→Tiqua Tokritiquo, Human Lasher: Help! Save me!

Onget Lîlarnish's corpse punches the human lasher in the left hand with her right hand, bruising the muscle through the (large sheep wool left mitten)!

Onget Lîlarnish's corpse attacks the human lasher but She jumps away!

Onget Lîlarnish's corpse punches the human lasher in the left upper leg with her left hand, bruising the muscle through the (large leopard leather cloak)!

Tiqua Tokritiquo, Human Lasher: Help! Save me!

Onget Lîlarnish's corpse strikes at the human lasher but the shot is blocked with the (iron shield)!

Tiqua Tokritiquo, Human Lasher: I have improved my fighting. That was very satisfying!

Tiqua Tokritiquo, Human Lasher: Help! Save me!

Donkey corpse kicks the human lasher in the fourth finger, right hand with her left rear hoof and the injured part explodes into gore!

The human lasher gives in to pain.

The human lasher falls over.

Donkey corpse kicks the human lasher in the head with her left rear hoof and the injured part explodes into gore!

→An artery has been opened by the attack!



({bronze whip})

({iron shield})

({large rope reed braies})

({large alpaca wool trousers})

({large rope reed dress})

({large alpaca wool toga})

({large leopard leather cloak})

({large alpaca wool cap})

({large sheep wool hood})

({large sheep wool left glove})

({large sheep wool left mitten})

({large sheep wool right glove})

({large sheep wool right mitten})

({large alpaca wool sock})

({large llama wool sandal})

({large alpaca wool sock})

({large llama wool sandal})

{Tiqua Tokritiquo's mangled corpse}

Ashes

15th Slate 307

After the lava has mostly subsided we ventured out to restock our library with more reading material, keeping an eye out for the awful weather. More of the corpses have returned to unlife, but being necromancers, they did not bother us in the least.

Spoiler: Blood for the Blood God and Books for the Chamber of Death! (click to show/hide)

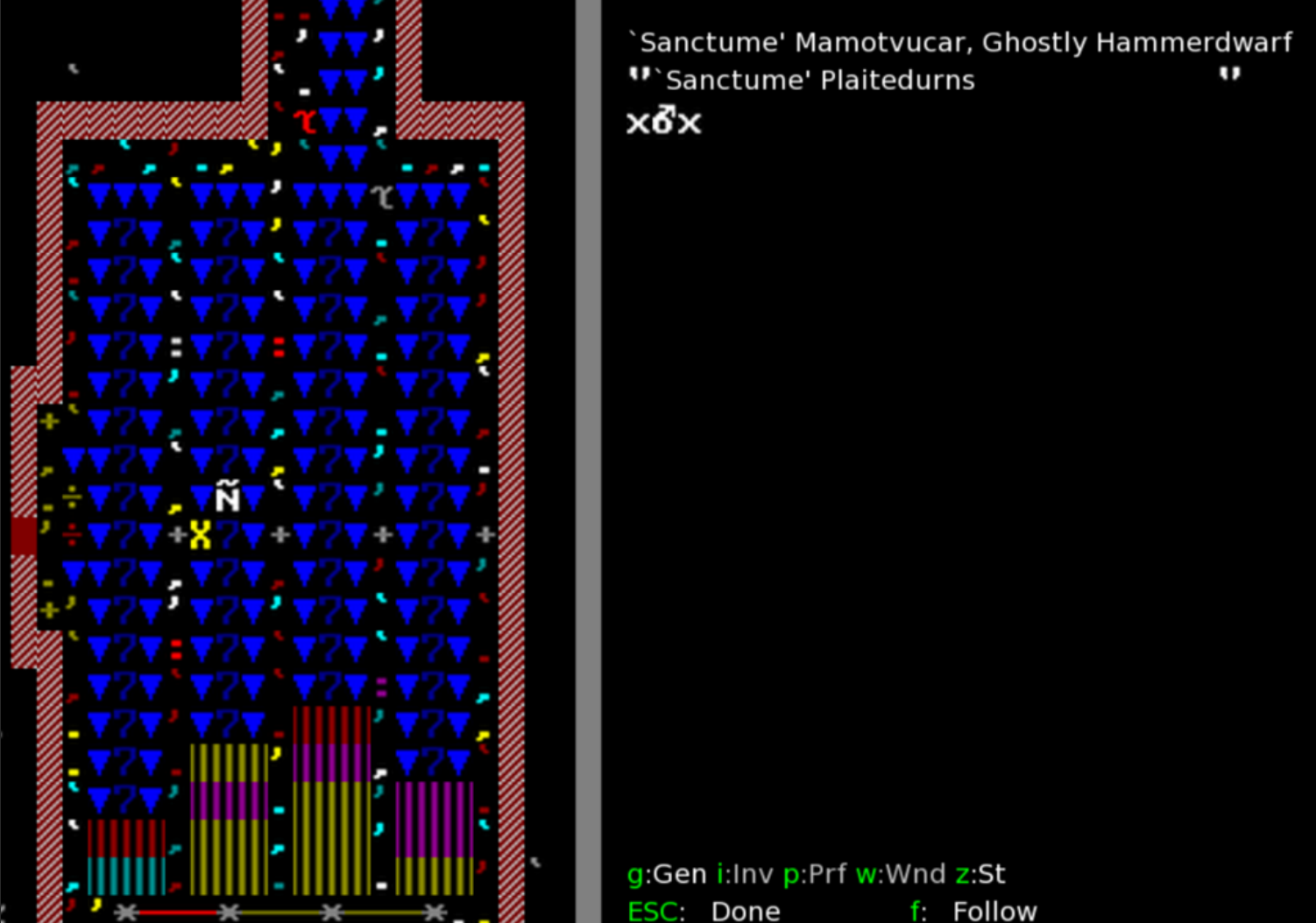
`Zuglarkun' Rigòthusân, ``Zuglarkun' Craftmurdered", bookkeeper necromance

"The quest for knowledge never ends."

Of course, after procuring these texts, everyone made a mad dash for the latest trash fiction stored it in the library and proceeded to read away. Pfft, I guess the necromantic tradition causes an upsurge in this "*scholarly behavior*". I will have to restrict book access if I need tasks to be done.

The ghost of *Sanctume* materializes over the water pumps machinery.

Spoiler: A wild Sanctume has appeared! (click to show/hide)



Sanctume' Mamotvucar

A short, sturdy creature fond of drink and industry.

A forlorn haunt, seeking out known locations or drifting around the place of death. This spirit has not been properly memorialized or buried.

and now, Ryukan is being haunted by his former spouse.  
Spoiler: Sanctume used Haunt! (click to show/hide)



→ Sanctume' Bomreksárek, Ghostly Planter is following Ryukan' Fikodestil, Dwarf Fisherdwarf necromancer!

Spoiler: it is not very effective... (click to show/hide)

Ryukan' Fikodestil, "Ryukan' Glazewhirls", Dwarf Fisherdwarf necromancer

"I was tormented by the ghost of my spouse. I am not upset by this."

He doesn't feel anything after being tormented by a dead spouse. Wi

Which reminds me, need to erect those  
Spoiler: slabs. (click to show/hide)

\*gabbro memorial to Likot Ideneshtân\*

This is a superior quality gabbro memorial to Likot Ideneshtân. The slab reads "In memory of Likot Ideneshtân / Born 122 / Struck down by the zombie gorlak Gatetapered in the year 305 / Loving wife / At one with sard".

+gabbro memorial to Vabôk Likotorshar+

This is a finely-crafted gabbro memorial to Vabôk Likotorshar. The slab reads "In memory of Vabôk Likotorshar / Born 295 / Struck down by the human Gib Dawncleared the Night of Crystals with a alpaca bone ad in the year 305 / Slayer of the Goblin Acekingdom the Fragrant Voids".



-gabbro memorial to Avafi Vesifa'yemi-

This is a well-crafted gabbro memorial to Avafi Vesifañemi. The slab reads "In memory of Avafi Vesifañemi / Born 42 / Struck down by the zombie forgotten beast Umbralwash the Flank of Legend in the year 305 / Slayer of the Dwarf Coldsound the Afflicted Manor / Loving mother and wife / Friend of giant pythons".

The ghosts of *Vabok*, *Avafi* and *Likot* were

Spoiler: put to rest. (click to show/hide)

Avafi Vesifa'yemi, Ghostly Elf Poet has been put to rest.

➤ Likot Ideneshtân, Ghostly Goblin Bard has been put to rest.

## 13th Felsite 307

I've enlisted everyone to remove the outside barriers so we can setup a proper trade depot with proper gates and all.

Flame has bestowed a name upon his

Spoiler: iron pick (click to show/hide)

**'Flame' Idenibesh Fotthor Astod, chief medical dwarf necromancer has bestowed the name Gúrsisal Ekirgeshud upon a iron pick!**

Press **Enter** to close window

Gúrs'isal Ekirgeshud, "Bowelgallows the Lucid Fortress", a iron pick

This is a finely-crafted iron pick.

## Five Notable Kills

Perfectincenses the zombie human, d. 305  
Swallowblizzard the Nourishing Plaits the zombie dwarf, d. 305  
Swallowblizzard the Nourishing Plaits the zombie dwarf, d. 305  
Swallowblizzard the Nourishing Plaits the zombie dwarf, d. 305  
Swallowblizzard the Nourishing Plaits the zombie dwarf, d. 305

## Five Other Kills

Three zombie elk birds (♂) in Bloodyhells  
One zombie dwarf (♀) in Bloodyhells  
One zombie manera (♂) in Bloodyhells

## Slayer

The necromancer chief medical dwarf 'Flame' Idenibesh Fotthor Astod, ten kills

## 21st Felsite 307

*Sanctume's* spirit has been

Spoiler: put to rest. (click to show/hide)

R.I.P. Sanctume.

I'm in the process of installing two gates; one for the front entrance on the surface and another for the trade depot. Levers and instructions for what they link to are in the mayors room.

*It is now summer.*

**Title: Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**

Post by: **Fleeting Frames** on **October 06, 2016, 07:03:29 am**

Goden, "Dwarf engraver necromancer"

"Yo Goden slab some ghosts for us."

"Put down the death by slab? I'll do the exact opposite."

"No don't oh he's grabbing the slab."

\*slabs secrets of life and death\*

```
*ghost reads it*
```

\*ghost casts it on other ghosts for zombie ghosts\*

"Dammit, Goden"

Yeah dwarves mediating on suicide is ...

Are the long deceased poultry still ...I guess if they're long dead they're no good for rere-animation.

[ħr]

Heh on eternal visitor wars.

Well that was one of the shortest trading sections ever. At least you fulfilled their dying wish ♥



What the unholy husk.

The Osprey should be dead

Wait, the merchants survived being immersed in lava? I'm impressed.

Good? that our tavern is popular. Though I suppose whips are massively less effective against [NOPAIN]

I didn't know non-dwarves could get ghosts.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **October 06, 2016, 11:27:33 am**

Dammit, the legendary rutherer got husked! That thing killed over a hundred undead if my count is correct.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Silverlock** on **October 06, 2016, 04:16:36 pm**

I was an overseer once or twice in Horrorfailed, but I probably won't have time for that in the foreseeable future, so can I instead be dorfed, please?

Name: Silverlock  
Occupation: Whatever is handy. Something warriorish would be nice, but I'll take whatever I can get.

Thanks!  
SL

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **October 14, 2016, 11:01:57 am**

**Quick update:**

Summer is done, I've been waiting for photobucket to not be down so I can upload screenshots, but clearly that is not happening. Too invested at the moment to switch to imgur but we'll see. I hope things clear up tomorrow, if not I'll just do a text update tomorrow.

I've cleared out the living quarters of all undead, well technically it was a combination of visitors running the *"initiation rites"* of fighting their way through the undead gauntlet and me building cage traps under other undead. So it might be a good idea to let those 2 living dwarves in for now. There are still other undead sealed off in the tunnels and caves. We've got 2 applications for citizenship, unfortunately only 1 survived. A bunch of visitors came to visit, of these, none of them made it through the gauntlet (*you see, you have to run the gauntlet twice, once when you visit, the second time when you leave*). However, 2 visitors from before my turn started managed to make it off the map. I hope they spread the news and help attract more visitors cause with the death count, that's probably the only way we'll be receiving *"migrants"*. I've begun gathering steel arms and armor from topside so everyone can get dressed in steel. Can't get tavern to work despite assigning tavernkeeper, booze stockpiles and mug stockpiles. Silverlock was dwarfed as the living miner dwarf.

TLDR: no one we cared about died.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **October 14, 2016, 11:07:25 am**

Is there anybody we care about? I think there's nobody more valuable than the books and culture in bloodyhells.

Still, nice that we can get some people to survive now. Slow deathspiral would be kind of a whimper.

Dunno what things photobucket has to keep one using it - accounts? I usually don't make those for image sharing.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **October 14, 2016, 11:13:26 am**

Well I mean I agree with the books and culture, but the most (*and let's face it the only*) valuable book in our possession is now gone, everything else is more or less amateur drivel. The only way we can recreate that knowledge is all stored up here (*raps knuckles at noggin*). So a certain degree of self preservation and some nudging to get peeps to start writing about the secrets of life and death would be nice.

Meh, mostly its because most of my DF stuff is all stored on photobucket and migrating all that stuff elsewhere would be such a pain.

edit: Am i supposed to dorf Andreus, Arthropleura and Evaris as well?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **October 15, 2016, 12:11:47 am**

Yeah, dorf them if they haven't been already.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **October 15, 2016, 01:00:46 pm**

**Zuglarkun's Log:**

At first I was rather apprehensive about this whole undead business, but overall I think we are better off for it. I think *Goden* put it best when I asked asked him about how it feels like being part of

Spoiler: the undead. (click to show/hide)  
Goden Kulettaran, "Goden Abbeysharks", Dwarf Engraver necromancer  
"Death is all around us. I am not upset by this."

Spoiler: Spish. (click to show/hide)  
"Spish" Zuilbankashez Enshal Zas, ""Spish" Bannerlesson the Bud of Crystals  
""Ghills' Graspingclasp the Finder of Elbows is dead. Grief? I feel nothing."

and I should venture the better part of us few left, share the same sentiments as well. Its clear that we've been left to our own devices, so what do we have to fear from the threat of a death sentence by an absentee king when we've become the very thing that the dwarven kingdom seeks to stamp out from this plane of existence?

I mean its true that we start losing some of our more dwarfish tendencies over time. Like the urge  
Spoiler: to get inebriated for example. (click to show/hide)

"NCommander" Cilobfikod Manthuldumatrithlut, "" NCommander" Roofglaze the D  
"Sometimes I think I need a drink, but I can control myself."

But then you realize you don't need such trappings and you are much better of being part of the undead. I especially like the way  
Spoiler: Lebo put it. (click to show/hide)

"Lebo" Bomrektaran, ""Lebo" Whipsharks", Dwarf Glassmaker necromancer  
"In life, you should work hard. Then work harder."

"- and then in unlife when you become a necromancer, you realize you can just start raising minions to do all the work for you."

What can I say really? We are all just prisoners here, of our own device.

## 2nd Hematite 307

Spoiler: We have another visitor... (click to show/hide)

►Isman Engdulgel, Goblin Hammerman is visiting.

Well, if you want to petition for work, run the gauntlet of undead and prove your worth!

Spoiler: Yeah you better press on! (click to show/hide)

►The goblin hammerman bashes Onget Lîlarnish's corpse in the right lower arm with her (silver war hammer), bruising the bone!  
Isman Engdulgel, Goblin Hammerman: Has the tide turned? I must press on!  
Onget Lîlarnish's corpse attacks the goblin hammerman but She jumps away!  
The goblin hammerman bashes Onget Lîlarnish's corpse in the lower body with her (silver war hammer), bruising the muscle and tearing the lower spine's nervous tissue!  
Onget Lîlarnish's corpse punches the goblin hammerman in the head with her left hand, bruising the skin through the (rope reed hood)!  
The goblin hammerman bashes Onget Lîlarnish's corpse in the lower body with her (silver war hammer), bruising the muscle and bruising the guts!  
Onget Lîlarnish's corpse misses the goblin hammerman!  
Onget Lîlarnish's corpse charges at the goblin hammerman!  
Onget Lîlarnish's corpse collides with the goblin hammerman!  
The goblin hammerman is knocked over!  
The goblin hammerman stands up.  
The goblin hammerman punches Onget Lîlarnish's corpse in the right lower leg with her right hand, bruising the muscle!  
Onget Lîlarnish's corpse punches the goblin hammerman in the right upper leg with her left hand, bruising the muscle through the (alpaca wool cloak)!  
The goblin hammerman bashes Onget Lîlarnish's corpse in the head with her

By Tarem's Beard. You took out the 3 undead on our

Spoiler: doorstep (click to show/hide)



The screenshot shows a game map with a character's status and a list of body parts. The character is Isman Engdulgel, Goblin Hammerman, and is currently Tired. The status bar shows various icons for different body parts, including the head, arms, legs, and feet. The list of body parts on the right includes: upper body, lower body, neck, head, right upper arm, left upper arm, right lower arm, left lower arm, right hand, left hand, right upper leg, left upper leg, right lower leg, left lower leg, and right foot.

Isman Engdulgel, Goblin Hammerman

"Isman Trickskey"

upper body

lower body

neck

head

right upper arm

left upper arm

right lower arm

left lower arm

right hand

left hand

right upper leg

left upper leg

right lower leg

left lower leg

right foot

Isman Trickskey, I take my words back. You are worthy of application, now head on in and be mindful of the undead ducks lest you get embroiled in a battle with a truly worthy foe.

Spoiler (click to show/hide)



The remaining 2 dwarves decided to put the ewe to the fire, unfortunately the claystone bridge, built with claystone mechanisms went up in flame as well. *Iden* the miner resigns herself to pulling on the lever until all the magma is smashed.

## 6th Hematite 307

Spoiler: Isman (click to show/hide)

→ The goblin hammerman stands up.

Isman Engdulgel, Goblin Hammerman: Death is all around us. This is truly horrifying.

Isman Engdulgel, Goblin Hammerman: Death... I am not upset by this.

Isman Engdulgel, Goblin Hammerman: Death... I am not upset by this.

Isman Engdulgel, Goblin Hammerman: Death... I am not upset by this.

Isman Engdulgel, Goblin Hammerman: Death is all around us. I am not upset by this.

Isman Engdulgel, Goblin Hammerman: Death... This is truly horrifying.

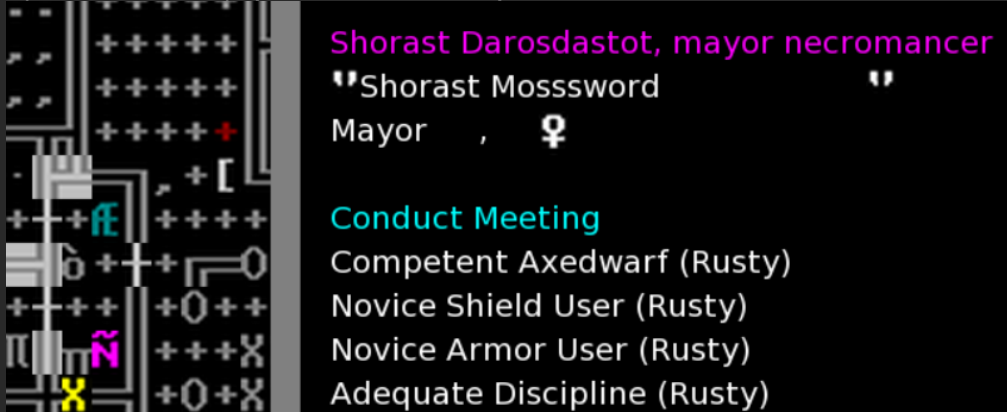
Duck corpse is propelled away by the force of the blow!

Oddomulåb's corpse is propelled away by the force of the blow!

is engaging the ducks instead of enjoying herself in the tavern. Oh well your loss. I've had some mugs and goblets moved in the tavern and assigned *Balnash* as tavern keeper.

Because of that duck corpse fighting moron, *Quabu* (whom got gelded btw), mayor *Shorast* is now eternally stuck in a

Spoiler: time loop (click to show/hide)



that waiting for something that will probably never come to pass. The rest of the populace is busy with stockpiling various goods, finishing the roof over the entryway that leads to our trade depot and other stuff. Of course, no one is enjoying it especially after

Spoiler: being away from the sun for so long. (click to show/hide)

`Spriggans' Alåthubbul, "`Spriggans' Boltsvaults", Dwarf Carpenter necroma

"I've been out in the sunshine again after a long time away. I feel so much loathing..."

Erib Rovodunib, "Erib Archrags", manager necromancer

"I was nauseated by the sun. There is no hope!"

## 16th Hematite 307

Spoiler: Goden, Melbil, Erib and Ryukan (click to show/hide)




`Ryukan' Fikodestil, Dwarf Fisherdwarf necromancer cancels Construct Building: Resting injury.

Erib Rovodunib, manager necromancer cancels Construct Building: Resting injury.

Melbil Lisatakrul, Dwarf Clothier necromancer cancels Construct Building: Resting injury.

► Goden Kulettaran, Dwarf Engraver necromancer cancels Construct Building: Resting injury.

were caught in freakish weather while constructing a roof topside.  
Spoiler: CMD Flame is on the case. (click to show/hide)



`Flame' Idenibesh Fotthor Astod, chief medical dwarf

``Flame' Paddleroast the Forest of Gulfs

Chief Medical Dwarf, ♀

Diagnose Patient

Novice Axedwarf (Rusty)

Dabbling Armor User

Accomplished Discipline

Legendary Observer

Legendary Fighter

Dabbling Wrestler

Dabbling Striker

Legendary Dodger

Great Miner

Novice Wood Cutter (Rusty)

Spoiler: Shorast has been re-elected. (click to show/hide)

It is raining acrid slime!

► Shorast Darosdastot, mayor necromancer has been re-elected.

Shorast Darosdastot, "Shorast Mosssword", mayor necromancer

"I was re-elected. I am so grateful!"

She feels gratitude to be re-elected.

After a quick examination, *Flame* deduces that it was an acute case of  
Spoiler: acrid slime sickness. (click to show/hide)

	The Health of `Ryukan' Fikodestil, Dwarf Fisher <span>dwarf</span> necromancer		
46:	Status	Wounds	Treatment
		- `Flame' Idenibesh Fotthor Astod, chief medical dwarf necromancer	
10th Malachite, 306:	Evaluated	- `Flame' Idenibesh Fotthor Astod, chief medical dwarf necromancer	
10th Malachite, 306:	Evaluated	- `Flame' Idenibesh Fotthor Astod, chief medical dwarf necromancer	
10th Malachite, 306:	Evaluated	- `Flame' Idenibesh Fotthor Astod, chief medical dwarf necromancer	
11th Malachite, 306:	Evaluated	- `Flame' Idenibesh Fotthor Astod, chief medical dwarf necromancer	
11th Malachite, 306:	Evaluated	- `Flame' Idenibesh Fotthor Astod, chief medical dwarf necromancer	
11th Malachite, 306:	Evaluated	- `Flame' Idenibesh Fotthor Astod, chief medical dwarf necromancer	
18th Hematite, 307:	Diagnosed with acrid slime sickness	- `Flame' Idenibesh Fotthor Astod, chief medical dwarf necromancer	
18th Hematite, 307:	Evaluated	- `Flame' Idenibesh Fotthor Astod, chief medical dwarf necromancer	

Though there is no acrid slime anywhere on their bodies to be seen. Personally I suspect this *Ryukan* to be a *hypochondriac*. An examination of his health history pretty much *confirms* my suspicions.

Hold up, we have  
Spoiler: petitions available? (click to show/hide)

Quabu Basesplay

wishes to reside in

Bloodyhells

for the purpose of

soldiering.

Do you approve this request?

a: Approve                      b: Deny

Wasn't *Shorast* occupied with-  
Spoiler (click to show/hide)





(duck (♀) cage (persimmon wood))

Weight:18Γ

Basic Value:

Contents:

Oddomulåb's corpse

Oh. Someone finally got off their ass to install the cage traps huh?

Well, welcome abroad  
Spoiler: mercernary Quabu! (click to show/hide)

Quabu Isunberu, Goblin Spearman

"Quabu Basesplay"

x♂x

Mercenary

Competent Spearman

Legendary Shield User

Adequate Armor User

Novice Discipline

Legendary Observer

Legendary Fighter

Dabbling Wrestler

Legendary Dodger

Adequate Lye Maker

Dabbling Persuader

Seems the "training" has paid off, I'm sorry about your geldables, you'll recover someday! We drafted *Quanbu* into the night guard.

*Spriggans* and *Lebo* got a case of the  
Spoiler: acrid slime sickness. (click to show/hide)

`Spriggans' Alåthubbul, Dwarf Carpenter necromancer

"`Spriggans' Boltsvaults"

acrid slime covering (right cheek)

acrid slime covering (left eyelid)

acrid slime covering (right eyelid)

acrid slime covering (lower lip)

acrid slime covering (upper lip)

acrid slime covering (upper front teeth)

acrid slime covering (lower front teeth)

acrid slime covering (upper right back teeth)

acrid slime covering (lower right back teeth)

acrid slime covering (upper left back teeth)

acrid slime covering (lower left back teeth)

Yeah, ok I see you guys went ahead and dipped your entire face in acrid slime.

**DON'T YOU HAVE ANY REGARD FOR YOUR HEALTH? WHAT ARE YOU? ELVES?**

Spoiler: Oh hold up shit I got some on me too (click to show/hide)

`Zuglarkun' Rigôthusân, "`Zuglarkun' Craftmurdered", bookkeeper necromance

"I was caught in freakish weather. I feel so uneasy!"

**AHHHHHH PANIC!!!! EVERYONE PANIC!!!!!! GET IT OFF OF ME!!!!!! GET THIS SLIME OFF OF ME!!!**

Spoiler: Flame rolls her eyes and once again comes to the rescue. (click to show/hide)

`Flame' Idenibesh Fotthor Astod, "`Flame' Paddleroast the Forest of Gulfs"

"There's nothing to be upset about."

She reassures me that she is much more familiar with this situation and that the slime is fairly harmless. She prescribes a good scrubbing down, in other words  
Spoiler: go take a bath you sods! (click to show/hide)

`Lebo' Bomrektaran, Dwarf Glassmaker necromancer  
""`Lebo' Whipsharks""  
Creator of                      Zatamkiset Artobvudnis  
  
Clean Self

`Spriggans' Alåthubbul, Dwarf Carpenter necromancer  
""`Spriggans' Boltsvaults""  
Creator of                      Noramushdish                      ,                      ♀  
  
Clean Self

20th Hematite

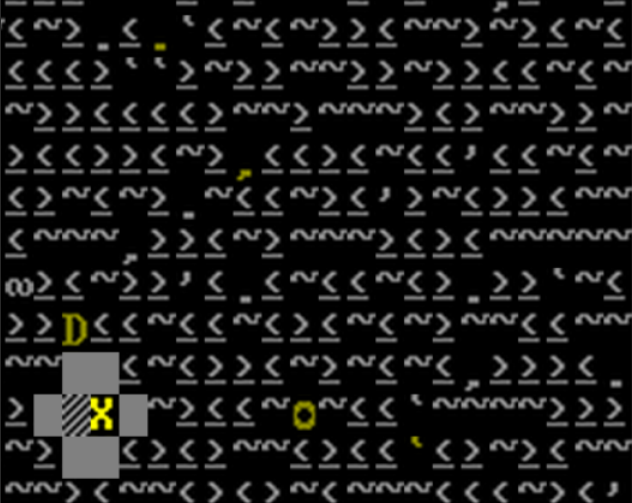
Quabu that doofus went ahead to pickup equipment from the surface. (I unforbid some weapons, cancelling the job was too late, quanbu went ahead anyway.)

Spoiler: I guess it's partly my fault (click to show/hide)  
▶Quabu Isunberu, Goblin Spearman cancels Pickup Equipment: Interrupted by donkey corpse.

The goblin spearman is caught in a pool of lava!  
The goblin spearman is caught in a pool of lava!  
The goblin spearman is caught in a pool of lava!  
The goblin spearman is caught in a pool of lava!  
Rotten yak bull corpse misses the goblin spearman!  
The goblin spearman is caught in a pool of lava!  
The goblin spearman is caught in a pool of lava!  
The goblin spearman is caught in a pool of lava!  
Rotten yak bull corpse misses the goblin spearman!  
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Rotten yak bull corpse misses the goblin spearman!  
The goblin spearman is caught in a pool of lava!  
▶The goblin spearman is caught in a pool of lava!

Quabu dodges and weaves around the donkey corpse, but attracts attention from the yak bull corpse up top. He does fairly well until he dodges into a pool of lava that has yet to cool.

Spoiler: Turns out you weren't cut out for the job. (click to show/hide)



{steel left gauntlet}

Smoke

Ashes

Lava [            1 /7]

So RIP Quabu, we hardly knew ye.

Tekkud Vabokulzest, the Dwarf dancer necromancer  
Spoiler: petitioned for citizenship (click to show/hide)

Tekkud Orbwring

wishes to join

The Shaken Corridors

as a citizen of

Bloodyhells

Do you approve this request?

a: Approve                      b: Deny

Tekkud Vabôkulzest, "Tekkud Orbwring", Dwarf Dancer necromancer

"I asked to become a citizen. I am very satisfied."

She feels **satisfied** after petitioning for citizenship.

here in Bloodyhells. Well seems like you've already accustomed yourself to how things go about here. Approved.

Spoiler: Welcome aboard Tekkud! (click to show/hide)

Tekkud Vabôkulzest, "Tekkud Orbwring", Dwarf Dancer necromancer

"I am now part of The Shaken Corridors. That was very satisfying!"

Unfortunately I'm unable to assign her to the tavern as entertainer, so I sent her to the forges instead since she liked battle axes. I hope that inspires her to make a nice battle axe for us in the future.

### 25th Hematite

After much persuasion that it can be done, the triple wide ramp connecting us to the outside was constructed along with the trade depot.

### 1st Malachite

Spoiler: Shalo, (click to show/hide)

Quabu Isunberu, Goblin Spearman has been missing for a week.

Shalo Aniithrit, Goblin Pikeman is visiting.

It is raining acrid slime!

Goden Kulettaran, Dwarf Engraver necromancer cancels Construct Building: Job item lost or destroyed.

The dwarves were unable to complete the Floor.

►The fortress attracted no migrants this season.

a goblin pikeman is visiting. I would warn the fella against his lust for action, but hey suit yourself. We provide battle 24/7, just run the gauntlet.

Spoiler: Shalo (click to show/hide)

The image shows a game interface. On the left is a map of a fortress, represented by a grid of symbols like '>', '<', '~', and 'N'. Some symbols are colored (red, green, blue, yellow). At the bottom of the map, there are some colored squares and lines. On the right is a sidebar with text. The top line says 'Shalo Aniithrit, Goblin Pikeman' in yellow. Below that is a quote 'Shalo Auntgerbil' in white, followed by a male symbol '♂' in white. Then 'No Activity' in yellow. Below that is 'Warrior' in green. At the bottom, there is a paragraph of text in white: 'You can learn more about this visitor after they chat with a local.'

ventures near the now open trade depot complex, spots the lovely undead hanging around our doorstep and decides it was a good idea to test his pike on these foes.

The pikeman stabs the donkey corpse in the head,

Spoiler: taking it out. (click to show/hide)

The goblin pikeman pulls on the embedded (bronze pike).

The goblin pikeman stabs donkey corpse in the left rear hoof with his (bronze pike), fracturing it!

The (bronze pike) has lodged firmly in the wound!

The goblin pikeman pulls on the embedded (bronze pike).

Donkey corpse kicks the goblin pikeman in the right upper arm with her right front hoof, bruising the muscle through the (cat leather cloak)!

The goblin pikeman stabs donkey corpse in the head with his (bronze pike) and the injured part is cloven asunder!

A tendon in the skull has been torn!

Rotten yak bull corpse kicks the goblin pikeman in the upper body with his right front hoof, bruising the muscle and shattering the right true ribs through the (cat leather cloak)!

The goblin pikeman gives in to pain.

The goblin pikeman falls over.

But the yak bull returns the favor. Thank you for taking out one undead, unfortunately that's all your worth. Sorry!

### 5th Malachite

Goods news everyone, the trade depot is  
Spoiler: up and running (click to show/hide)





There are no merchants trading right now.

r: No trader needed at depot  
b: Only broker may trade

Broker:  
`NCommander' Cilobfikod Manthuldumatr  
Meditate on Trade!  
Broker can access depot



Wagon Access  
No Wagon Access  
Accessible Depot  
Inaccessible Depot

1/2 depots accessible

Unfortunately, *Shebi* the goblin hammerman has decided that he had enough of this place, and proceeds to leave. Well bad timing there, a yak bull corpse and a fast approaching cloud of nefarious fog to the south stand in [Spoiler: his way.](#) (click to show/hide)



Shebi Shodecmel, Goblin Hammerman  
"Shebi Bastioncharmed  
♀

No Activity

Warrior

This visitor is ready to leave.

[Spoiler: The fight](#) (click to show/hide)

Shebi Shodecmel, Goblin Hammerman: How fragile we are... Begone fear!  
The goblin hammerman bites rotten yak bull corpse in the neck, tearing the fat!  
The goblin hammerman latches on firmly!  
Rotten yak bull corpse kicks the goblin hammerman in the right upper leg with his right front hoof, bruising the muscle through the (rope reed cloak)!  
The goblin hammerman bites rotten yak bull corpse in the upper body, denting the skin and bruising the fat!  
The goblin hammerman latches on firmly!  
Rotten yak bull corpse kicks the goblin hammerman in the upper body with his right front hoof, bruising the muscle and bruising the liver through the (rope reed cloak)!  
The goblin hammerman pushes rotten yak bull corpse in the left rear leg, bruising the skin!  
Shebi Shodecmel, Goblin Hammerman: I've been injured badly. Waaaaa...  
Rotten yak bull corpse gores the goblin hammerman in the right lower leg with his left horn, bruising the muscle through the (rope reed trousers)!  
The goblin hammerman has become enraged!  
The goblin hammerman pushes rotten yak bull corpse in the right rear leg, ➔bruising the skin!

drags on for awhile as the fog sails past on its way northwards, however the scuffle has attracted the attention of 2 ogre corpses on the surface.

It is as this moment that *Shebi* decides it is an appropriate time to [Spoiler: lose his shit.](#) (click to show/hide)





Shebi Shodecmel, Goblin Hammerman

"Shebi Bastioncharmed

Overcome by terror!

No Activity

Warrior

This visitor is ready to leave.

Damn it, at this rate there will be no one to spread the word of how awesome an establishment we are running. And of course, we get more  
Spoiler: obstacles (click to show/hide)



{Shebi Shodecmel's corpse}

claystone Boulder

A pool of Shebi Bastioncharmed

in our mandatory undead obstacle course for visitors (*and departing visitors*).

I guess that is just more encouragement to stay on and apply for citizenship!

And now *Isman* is trying to leave. I wonder how that is  
Spoiler: working out for him? (click to show/hide)



{Isman Engdulgel's mangled corpse}

Ashes

A pool of Isman Trickskey's goblin blood

Oh great, and now the undead ogres are onto  
Spoiler: Edem, (click to show/hide)



Edēm Megidducim, Goblin Hammerman

"Edēm Slidworks

♀


No Activity

Warrior

This visitor is ready to leave.

whom is also leaving. Well *Edem* takes out the named ogre but the corpse of *Shebi* gets resurrected and joins the battle. Oh wow, *Edem* takes out the other ogre as well, there might still be a glimmer of hope for her. As far as I can tell, she is yet unscathed. And the corpse of *Shebi* is put down also. But can Edem take out *Atraenil*, *dashedcleaned* the rotten yak bull corpse?

Spoiler: Ok so our training program produces super soldiers now (click to show/hide)



Edēm Megidducim, Goblin Hammerman

"Edēm Slidworks"

♀


No Activity

Warrior

This visitor is ready to leave.

Nothing to see here. Its a clean sweep, with nary a scratch on *Edem*, whom has earned her freedom. You are welcome back anytime!

In case it wasn't apparent, *Edem* had been fighting a undead turkey hen head skin while locked behind a locked mason's workshop all this time. I had the mason's workshop dismantled and had a cage trap built underneath the turkey skin. While this was going on, the only other undead to wander around our fortress, *Ramet Itniostsi Halirpuja Racon* wandered in and tried to fight her too. Well I walked into the room to check and the remains of [Spoiler: Ramet](#) (click to show/hide)



+gabbro statue of `Archereon' Apebalded the Eupho

\*gabbro statue of dwarves\*

-gabbro statue of Catten Cruxkeys-

≡gabbro door≡

gabbro door

Ramet Itniostsi Halirpuja Racon's mangled corpse D

gabbro Cavern Floor

laid on the floor, with the unkillable turkey head skin caught in a cage trap in a corner of the room. Well, I suppose we "*train*" supersoldiers now with our rigorous undead training program. I hope *Edem Slidworks* makes it out of here safely and spreads the word. Also, we can finally reclaim the statues for placement in the temples. Hooray for danger room alternatives!

## 2nd Galena

[Spoiler: The Ghost](#) (click to show/hide)



`Sanctume' Mamotvucar, Ghostly Hammerdwarf

"`Sanctume' Plaitedurns"

xõx

`Sanctume' Mamotvucar

A short, sturdy creature fond of drink and industry.

A forlorn haunt, seeking out known locations or drifting around the place of death. This spirit has not been properly memorialized or buried.

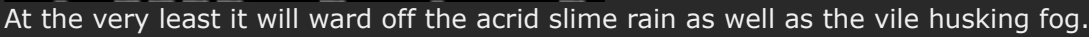
of *Sanctume* has been [Spoiler: put to rest.](#) (click to show/hide)

▶`Sanctume' Mamotvucar, Ghostly Hammerdwarf has been put to rest.

\*gabbro memorial to `Sanctume' Mamotvucar\*

This is a superior quality gabbro memorial to `Sanctume' Mamotvucar. The slab reads "In memory of `Sanctume' Mamotvucar / Born 224 / Struck down by the forest titan Saló Furskins the Submerged Buds in The Rampage of the forest titan Saló Furskins the Submerged Buds in Bloodyhells in the year 302 / Militia Commander of The Shaken Corridors, 301 to 302 / United with giant eagle tooth".

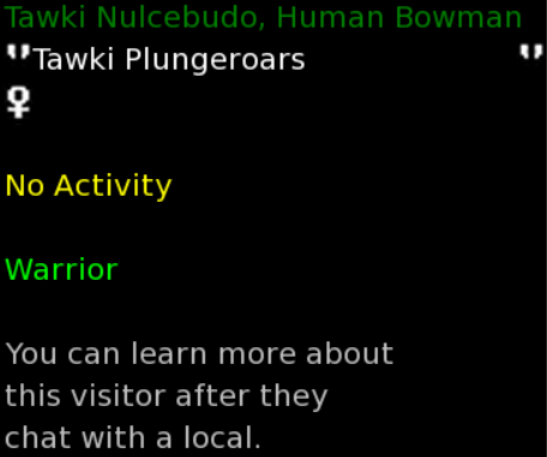
Everyone is busy gathering weapons, armor and other stuff from the wreckage upside. Its taking a long time since we are only 19 strong. (2 normal dwarves are stuck in another enclosure.) Also the upper enclosure for the trade depot is [Spoiler: ready.](#) (click to show/hide)



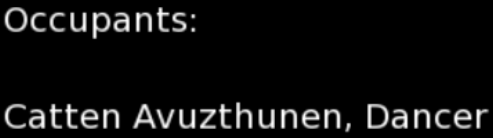
We've got another  
Spoiler: visitor... (click to show/hide)

*Tawki*, a human bow woman. Not sure if she'll be able to make it past the remaining elf corpse on our doorstep. Ohh hold on, a buck rabbit corpse has accosted her. OK, one rabbit down, and... she took down the elf corpse in one shot.

Spoiler: welcome aboard I guess? (click to show/hide)



We released Spoiler: Catten the dancer (click to show/hide)







back into the wild after a long time in imprisonment. I hope she spreads the news of the homeliness of our taverns, and the potency of our booze.

### 27th Galena

Spoiler: Tode Felluki, (click to show/hide)

→Tode Felluki, Goblin Hammerman is visiting.

goblin hammerman has come to visit.

### Autumn has come.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **October 15, 2016, 02:02:52 pm**

Awesome update!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **October 16, 2016, 02:04:58 am**

+1

The wholesale slavery and brutal training of our visitors seems like something we should have already been doing intentionally.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spriggans** on **October 16, 2016, 02:24:39 pm**

Wow.  
I am dorfed, and I'm a necromancer ? xD  
Looks like I have some readings to do to catch up :P

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **October 17, 2016, 05:38:05 am**

I'm impressed how clean the font looks on those screenshots. It's pretty zoomed in, I suppose, but still.

Very aggressive goblin. Opposed to unlife.

Mayor necromancer sounds cool.

Yay, two evil biomes. Rains and husks. After so many years of acrid slime rain, how's the fps?

Geldables can be healed by our doctors? Or is that just animated? At least they're a legend

Goblin-cap beds look sinister.

Oh well, so much for legendary merc.

\*amused\* at dwarf dancer necromancer.

Migrants.....S I guess tavern is important.

Are those ogre corpses buildingdestroyers still? I guess not, but yikes.

....Almost every visitor seems to die. Such an undead deathtrap. Well, as long as 3 can leave...It is ok.

This draining only really works for goblins, I think. Other races needing to drink and all.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **October 20, 2016, 01:50:50 pm**

Quick update and notes:

Necromancers make surprisingly excellent haulers in undead infested terrain. Huh, who knew. The undead practically ignore them.

So I got the tavern to work. Turns out necromancers aren't able to serve drinks. Go figure. That also makes the 2 living dwarves we have very **VALUABLE** when it comes down to providing satisfaction for the masses. I hope future overseers pick up on this and try to protect them as much as possible.

This does create a conundrum however. For I suspect necromancers won't pick up the scholar or scribe jobs, so that means we might never be able to replicate the secrets of life and death. One can still hold on to hope though.

Also, I'm getting all the undead we captured in the cages pitted into the magma sea. Turns out, undead (*husked or otherwise*) are pretty docile in the hands of a necromancer.

Also in response to Fleeting Frames, no the geldables thing was kind of a joke. They can't be healed and I don't suppose we'll be getting reanimated geldables anytime soon. As for the FPS, I play with it turned off since it interferes with the screenshots, but a quick check reveals I am getting around 20+ close to thirty FPS. Your mileage might vary though.



Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **October 20, 2016, 02:46:03 pm**

Everyone being dead is pretty good for FPS.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Sanctume** on **October 20, 2016, 03:21:10 pm**

A bunch of deadbeats would not bother hauling or finding meals and drinks.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **October 20, 2016, 04:55:20 pm**

No I mean the fact that we have like 20 dwarves. Everyone else is corpses. And most aren't the walking kind.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **October 20, 2016, 05:20:22 pm**

As delightful as your updates have been, it's time we moved things along. I'll give you the rest of the weekend to wrap up your turn and upload the save (or whenever the next player is ready).

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **October 20, 2016, 07:05:18 pm**

Ah. Pity about the geldables. I've read adventure mode stories where they've been used as weapon.

Also pity about the necromancers. Playable FPS, though with 20 dwarves you'd expect more :v (it's the rooms and clutter isn't it?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **October 23, 2016, 04:25:03 pm**

Save (http://dff.d.bay12games.com/file.php?id=12524) is up.

Everything should check out just fine. Let me know if there are problems accessing the save file.

Will post the write ups later.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **snackfox** on **October 23, 2016, 05:35:12 pm**

I've got the save up and running fine. Expect a writeup by, I'd say tomorrow.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **October 24, 2016, 01:09:05 am**

Excellent.

- A few things to keep a look out for:
- Acrid slime is largely harmless
  - There is a flurry of hauling activity on the surface. So beware of husking fog!
  - I've assigned some cage corpses to be pitted, keep the 2 living dwarves away from that area just in case. *(Their hauling labors have been disabled)*
  - Mayor might want leather armor to be produced, so keep an eye on leather stocks.
  - I wouldn't engage the undead with our military, seems that it leads to loyalty cascades.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spriggans** on **October 24, 2016, 05:11:50 am**

I'm next after snackfox already ? :P

Okay, gotta read the 38 pages of the thread then. Gonna take a while ! :D

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Silverlock** on **October 24, 2016, 01:46:25 pm**

Did I get doffed? (I can't pull down the save at work to check.)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Kamani** on **October 24, 2016, 09:55:27 pm**

Can I get a Dwarf and a turn (Eventually)? Regardless, PTW.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **October 24, 2016, 10:40:02 pm**

***Zuglarkun's Log:***

**1st Limestone 307**  
*Tode Felluki*  
Spoiler: failed (click to show/hide)

►The ogre corpse strikes at the goblin hammerman but the shot is blocked!

The goblin hammerman bashes the ogre corpse in the left foot with his (silver war hammer), but the attack glances away!

The goblin hammerman kicks the ogre corpse in the lower body with his right foot, but the attack glances away!

The ogre corpse strikes at the goblin hammerman but the shot is blocked with the (copper shield)!

The goblin hammerman bashes the ogre corpse in the left upper arm with his (silver war hammer), but the attack glances away!

The ogre corpse attacks the goblin hammerman but He jumps away!

The goblin hammerman bashes the ogre corpse in the lower body with his (silver war hammer), bruising the muscle!

The ogre corpse attacks the goblin hammerman but He jumps away!

The goblin hammerman kicks the ogre corpse in the right lower leg with his left foot, but the attack glances away!

The ogre corpse punches the goblin hammerman in the left upper leg with his left hand and the injured part collapses into a lump of gore!

An artery has been opened by the attack!

The goblin hammerman falls over.

The goblin hammerman gives in to pain.

The ogre corpse punches the goblin hammerman in the head with his left hand and the injured part explodes into gore!

An artery has been opened by the attack!

The goblin hammerman is propelled away by the force of the blow!

The goblin hammerman's upper body skids along the ground, bruising the muscle, jamming the left false ribs through the left lung and tearing the left lung!

The goblin hammerman is having trouble breathing!

►The goblin hammerman slams into an obstacle!



({silver war hammer})

({copper shield})

({llama wool loincloth})

({horse leather trousers})

({alpaca wool shirt})

({groundhog leather coat})

({cat leather cloak})

({rope reed cap})

({sheep wool hood})

({rope reed left glove})

({sheep wool left mitten})

({rope reed right glove})

({sheep wool right mitten})

({alpaca wool sock})

({goat leather sandal})

({alpaca wool sock})

({goat leather sandal})

{Tode Felluki's mangled corpse}

to breach the fortress perimeter. He learned that his combat prowess didn't amount to anything against the undead ogre corpses. Well, at least he succeeded in getting himself killed in combat like all would be adventurers yearn to do. This is why I became a miner instead of joining the military, you can hone your combat prowess against the rock and stone and the rock and stone won't fight back.

Jirdo Tamunac, goblin bard is ready to  
Spoiler: leave. (click to show/hide)



Jirdo Tamunac, Goblin Bard

"Jirdo Dragonfists"

♀

No Activity

Artist

This visitor is ready to leave.

However, the reanimated corpse of *Narena ninofatha* is in her way.

Jirdo manages to lure the elf corpse into one of our cage traps. She is making a dash for it ere the Ogre corpses notice her.

### 3rd Limestone

Uh guys, I think we have  
Spoiler: company. (click to show/hide)

A vile force of darkness has arrived!

Press Enter to close window

Do we have enough accomodations to fit all these  
Spoiler: gobbos? (click to show/hide)



The mayor pipes in at the situation,  
Spoiler: "These folks aren't welcome." (click to show/hide)

Shorast Darosdastot, "Shorast Mosssword", mayor necromancer

"Friends are future enemies. I don't see the difference. People do as they must."

Uhh, I guess not, let's close the gates then. Don't want no freeloaders sapping up all our food and booze that we aren't going to touch anyway right?

Erab Bedonaquuv, Goblin Maceman is  
Spoiler: visiting. (click to show/hide)

Autumn has come.  
It is raining acrid slime!  
A vile force of darkness has arrived!  
➔Erab Bedonaquuv, Goblin Maceman is visiting.

What an *impeccable* sense of timing. Now you get to fight both the living and the undead!

Jirdo is safely at our western borders, and she is gone. Do be sure to put in a good word for us and see you next fall!

The gobbos make a dash for the 3 ogre corpses to the north region while Erab  
Spoiler: engages (click to show/hide)

left rear hoof and the injured part collapses into a lump of gore!  
An artery has been opened by the attack!  
The goblin maceman gives in to pain.  
Donkey corpse kicks the goblin maceman in the head with her left rear hoof and the injured part collapses into a lump of gore!  
➔An artery has been opened by the attack!

the 2 donkey corpses nearby. The invading gobbos let loose a  
Spoiler: hail (click to show/hide)

tearing the muscle!  
The flying ({copper bolt}) strikes the ogre corpse in the left hand!  
A ligament has been torn and a tendon has been torn!  
The flying ({iron arrow}) strikes the ogre corpse in the left upper leg, chipping the bone!  
A tendon has been torn!  
The flying ({silver arrow}) strikes the ogre corpse in the upper body, tearing the muscle!  
The flying ({copper bolt}) strikes the ogre corpse in the left lower arm!  
A ligament has been torn and a tendon has been torn!  
The ogre corpse attacks the goblin bowman but He jumps away!  
The flying ({silver arrow}) strikes the ogre corpse in the right upper leg!  
A tendon has been torn!  
The ogre corpse misses the goblin bowman!  
The flying ({iron arrow}) strikes the ogre corpse in the left lower arm, chipping the bone!  
A ligament has been torn and a tendon has been torn!  
•The ({iron arrow}) has lodged firmly in the wound!

of bolts at the ogre corpses that didn't even flinch as the bolts pierced their undead hides

Spoiler: It is a massacre out there. (click to show/hide)





### 17th Limestone

The remaining dwarves, *Silverlock* and *Andreas* are  
[Spoiler: starving.](#) (click to show/hide)

`Andreas' Thadkib, Endlessly Resurrected

"`Andreas' Crowdednets"

upper body

lower body

neck

head

right upper arm

left upper arm

right lower arm

left lower arm

right hand

left hand

right upper leg

left upper leg

right lower leg

left lower leg

right foot

Hungry

[Spoiler: Food is scarce.](#) (click to show/hide)

▶`Silverlock' Besmartilesh, Miner cancels Give Food: No food available.

in that little alcove they have barricaded themselves in, so they have taken up picks and are digging their way further into the inner regions, hoping to breach the inner fortress or something. Their breaching point ended up being rather near to the hospital so they decided to go check themselves into the hospital for old injuries.

[Spoiler: CMD Flame will see you shortly](#) (click to show/hide)

`Flame' Idenibesh Fotthor Astod, chief medical dwarf

"`Flame' Paddleroast the Forest of Gulfs

Chief Medical Dwarf

♀

Dress Wound

[Spoiler: We'll fix you up in a jiffy.](#) (click to show/hide)

`Twinwolf' Becoralâth Elbelokir, Dwarf Craftsddwarf nec

"`Twinwolf' Temptbolted the Renowned Elder

♂

Give Food

`Andreas' Thadkib, "`Andreas' Crowdednets", Endlessly Resurrected

"I received food. That was very satisfying!"

`Silverlock' Besmartilesh, Tavern Keeper

"`Silverlock' Pulleytrussed

♀

Eat

Well, at least the medical staff here in Bloodyhells is top notch.

### 28th Limestone 307

[Spoiler: The fortress did not attract migrants yet again.](#) (click to show/hide)



The fortress attracted no migrants this season.

`Spish' Zulbankashez Enshal Zas, militia commander necromancer has grown attached to a steel shield!

The weather has cleared.

It has started raining.

►Tor Nashraeslik, Human Pikeman is visiting.

However, we do have a visitor, *Tor Nashraeslik*, human pikeman is here for *"rest and relaxation"*.

Silverlock has taken up

Spoiler: tavern keeper (click to show/hide)



Map showing various symbols and numbers, including a large '0' and a 'T'.

`Silverlock' Besmartilesh, Tavern Keeper

``Silverlock' Pulleytrussed

♀

Serve Dwarven Beer!

Competent Speardwarf (Rusty)

Novice Shield User (Rusty)

Novice Armor User (Rusty)

Novice Discipline (Rusty)

Adequate Observer (Rusty)

Adequate Fighter (Rusty)

Dabbling Wrestler

Dabbling Striker

Dabbling Kicker

Adequate Dodger (Rusty)

c: Combat      b: Labor      m: Magic

Enter:    View Activity

g:Gen i:Inv p:Prf w:Wnd z:St



Map showing various symbols and numbers, including a large '0' and a 'T'.

`Silverlock' Besmartilesh, Tavern Keeper

``Silverlock' Pulleytrussed

♀

Serve Dwarven Ale!

Competent Speardwarf (Rusty)

Novice Shield User (Rusty)

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Dabbling Wrestler

Dabbling Striker

Dabbling Kicker

Adequate Dodger (Rusty)

c: Combat      b: Labor      m: Magic

Enter:    View Activity

duties. She would be better at the job if she didn't start drinking all the

Spoiler: damn booze. (click to show/hide)

``Silverlock' Besmartilesh, ``Silverlock' Pulleytrussed", Tavern Keeper

"I'm feeling great!"

She feels **euphoric** due to inebriation.

She tells interesting

Spoiler: stories though. (click to show/hide)



Map showing various symbols and numbers, including a large '0' and a 'T'.

`Silverlock' Besmartilesh, Tavern Keeper

``Silverlock' Pulleytrussed

♀

Chant

Competent Speardwarf (Rusty)

Novice Shield User (Rusty)

Novice Armor User (Rusty)

Novice Discipline (Rusty)

Adequate Observer (Rusty)

Adequate Fighter (Rusty)

Dabbling Wrestler

Dabbling Striker

Dabbling Kicker

Adequate Dodger (Rusty)

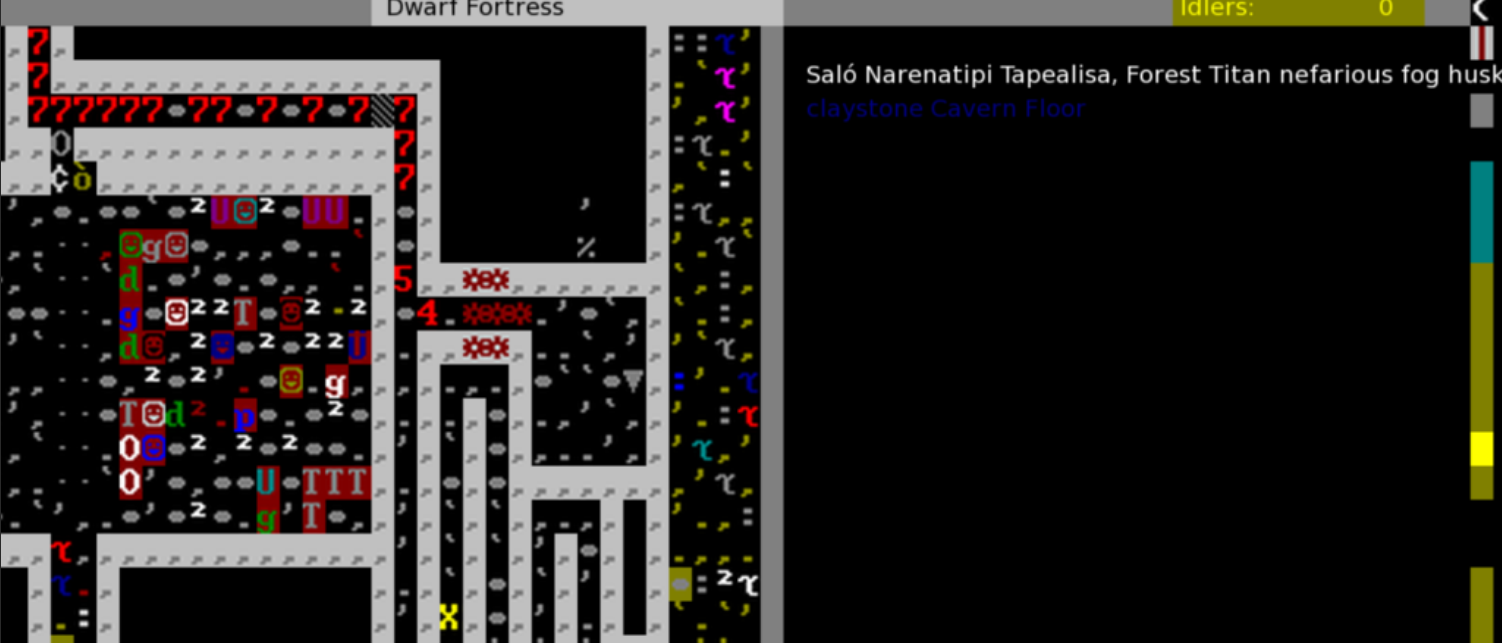
``Andrus' Thadkib, ``Andrus' Crowdednets", Endlessly Resurrected

"I saw `Silverlock' Pulleytrussed tell the story of the selection of `Spish' Splashoil to the position of expedition leader of The Shaken Corridors in the early spring of 301 at The Garlic of Vipers. It's very interesting."

## 8th Sandstone 307

*Salo Furskins the Submerged Buds*, you like being submerged don't ya? I think you're gonna like

Spoiler: this (click to show/hide)



Spoiler: Salo, meet lava. Lava, meet Salo. (click to show/hide)



### 29th Sandstone 307

Quabu the gelded spirit now

Spoiler: haunts (click to show/hide)



Quabu Isunberu

A medium-sized humanoid driven to cruelty by its evil nature.

A restless haunt, generally troubling past acquaintances and relatives. This spirit has not been properly memorialized or buried.

the surface. I think I will let the spook carry on as a grim reminder of what visitors are getting into when they visit here. *Quabu, the gelded*. *Mascot of Bloodyhells* has a certain macabre ring to it that pleases my aesthetic sensibilities.

### 1st Timber 307

We pumped out the

Spoiler: excess magma (click to show/hide)



from *Sa/o's* execution chamber onto the surface. Meanwhile we are gradually working on expanding the kitchens and stockpile areas.

Oh what's this?

Spoiler: A forgotten beast? (click to show/hide)

The Forgotten Beast Osta Ukgezospu has come! A huge scaly mite. It has a spiral shell and it is ravening. Its olive scales are round and overlapping. Beware its deadly blood!

Press **Enter** to close window

Spoiler: So, they don't make them like they used to anymore huh? (click to show/hide)

chipping the chitin and bruising the muscle!

The forgotten beast kicks manera corpse in the first left upper arm with its right first foot, shattering the bone!

The forgotten beast kicks giant mole corpse in the head with its right first foot, bruising the fat!

Giant mole corpse scratches the forgotten beast in the left fifth foot, tearing the scale!

Manera corpse scratches the forgotten beast in the right second foot, chipping the chitin!

The forgotten beast kicks manera corpse in the first left lower arm with its right first foot, shattering the bone!

Giant mole corpse scratches the forgotten beast in the head, chipping the chitin and bruising the muscle and bruising the brain!

Tosmstongngorug, giant mole corpse

{Osta Ukgezospu's corpse}

Dense floor fungus

A pool of Osta Profaneumbral's forgotten beast ichor

A spattering of Avathe Feralchucks's forgotten beast b

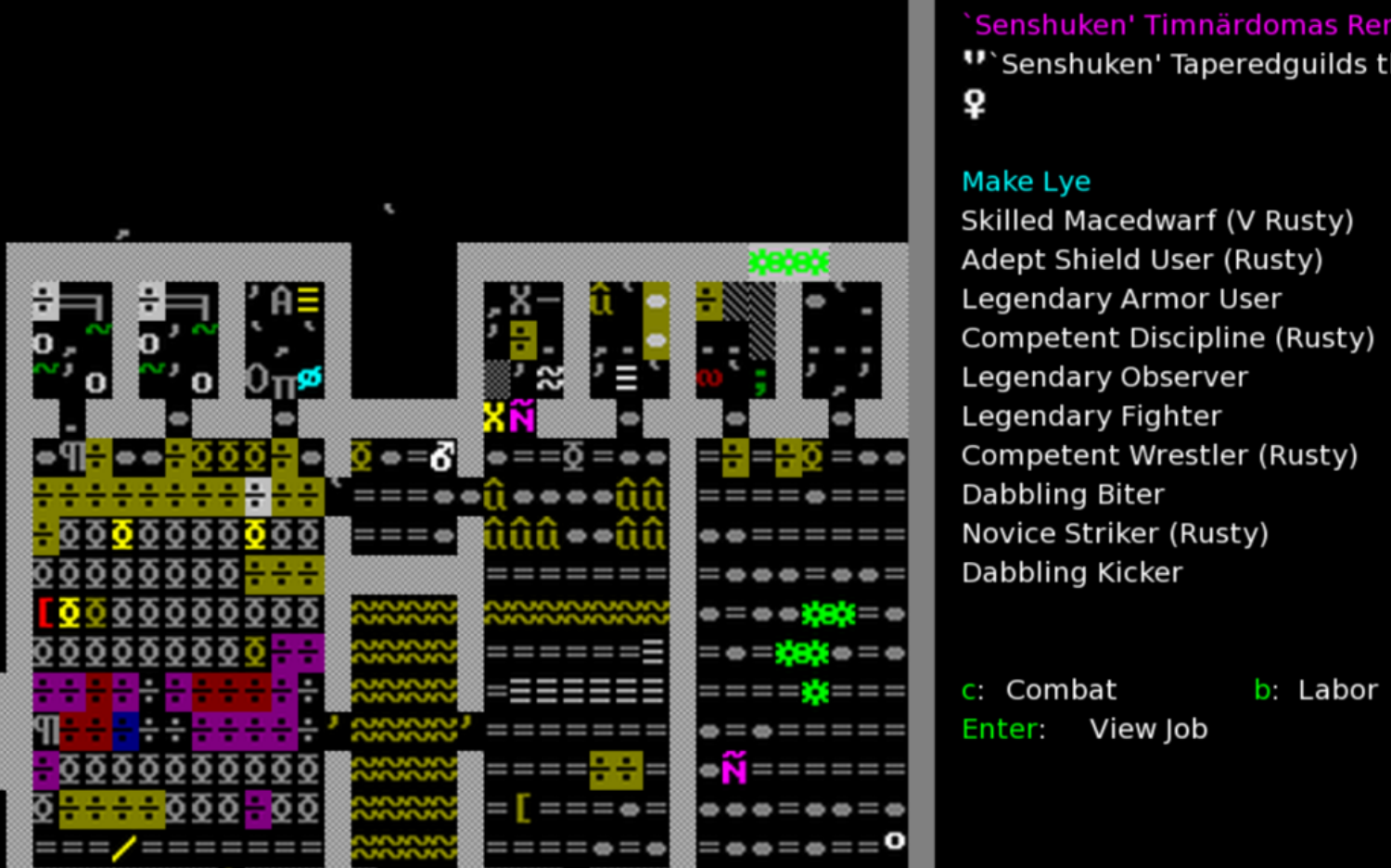
Well, we can trash these defective models and remake them anew with our powers! Faster, stronger, better and harder than they'll have ever been in life! Oh, I guess I got a little carried away there.

### 25th Timber 307

I am glad to announce that the paltry kitchen area we had before has been expanded and we have gotten started on

Spoiler: soap production. (click to show/hide)





*Winter is upon you.*

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **October 25, 2016, 12:18:53 am**

Hm, I think despite the deaths the visitors are going to keep coming I guess. If some good trading was accomplished, perhaps it'd also help to boost.

Tode was well-equipped but failed.

Jirdo was smarter. Play smart, not strong!

A vile force of darkness? Yay more visitors!

Hahahaha, truly unfortunate situation for Erab.

Silver and iron arrows, and all are ranged? They came equipped to annoy players. My typical herbalists would die ^^;;

(Unless they were military herbalists, perhaps. Few last embark they were due confluence of no starting skill needed and military oft not having more important jobs).

Andreas...In the context of this fortress. A successful frankenstein, the artifact of a necromancer? An undead who imitates life too much? Or a story of coming to become necromancer to escape this endless cycle of life and death, yet being late to step on the bus called nirvana?

Once more, the visitors are the migrants.

You killed Barney! Well, Barney's moving murderous corpse which no longer emanates aura of giving and kindness! Same thing!

Dinosaur roast? No? Aw.

And hm, barrels look weird. Pots make much more sense, even wooden ones. Though good to see black-cap's blackness.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **October 25, 2016, 04:09:25 am**

**Zuglarkun's Log:**

**2nd Moonstone 307**

*Silverlock* finally manages to dole out some booze to our coterie of

Spoiler: necromancers. (click to show/hide)

`Spish' Zulbankashez Enshal Zas, "`Spish' Bannerlesson the Bud of Crystals

"I feel so good!"

He feels euphoric due to inebriation.

Unfortunately, everyone is busy with reclaiming stocks and hauling them to the lower levels so there isn't anytime to lay back and knock down a pint.

*Goden* removed the conjoining wall to Salo's execution chamber so that the clogged magma can

Spoiler: solidify faster. (click to show/hide)





Goden Kulettaran, Dwarf Engraver ne

"Goden Abbeysharks"

Creator ofSelenmadush

Remove Construction

Dabbling Armor User

Dabbling Discipline

Adequate Observer (Rusty)

Dabbling Fighter

Dabbling Wrestler

Dabbling Dodger

Legendary Engraver

Dabbling Mason

Novice Strand Extractor (Rusty)

Adequate Stone Crafter (Rusty)

c: Combatb: Labor

Enter:View Job

g:Gen i:Inv p:Prf w:Wnd z:St

ESC: Donef: Follow



The magma tore a hole on another contraption that another overseer wrought, instead of spreading about and ridding us of the corpses like I thought it would. Well, not my problem, use magma safe components next time!

Spoiler: Another visitor. (click to show/hide)

Aban Kûbukurvad, Bard is visiting.

`Senshuken' Timnârdomas Remnîles, Dwarf Planter necromancer cancels Plant Seeds: Needs plump helmet spawn.

Aban kubukurvad, bard is visiting. I'm hopeful still that someone will take a fancy to this place and petition for citizenship, but I'm not keeping my hopes up, lest they be trodden.

### 7th Moonstone 307

Begu apapvope, human pikeman is

Spoiler: visiting. (click to show/hide)

`Andreus' Thadkib, Endlessly Resurrected cancels Pickup Equipment: Interrupted by a giant osprey corpse.

`Andreus' Thadkib, Endlessly Resurrected cancels Pickup Equipment: Resting injury.

It has started raining.

`Andreus' Thadkib, Endlessly Resurrected cancels Rest: Interrupted by a giant osprey corpse.

Begu Apapvope, Human Pikeman is visiting.

Andreus got harried by a giant osprey corpse, while trying to procure some metal gear (*METAL GEAR!*) topside. Fortunately he wasn't hurt. Unfortunately, he got doused in acrid slime. Flame is on the way with a bucket of water to wash away the grime.

I banned *Silverlock* and *Andreus* from venturing out to the surface and gave *Andreus* a good dressing down for behaving like an elf (*by not caring about her life*), but she retorted with

Spoiler: this comment. (click to show/hide)

`Andreus' Thadkib, "Andreus' Crowdednets", Endlessly Resurrected

"How can society function without loyalty? We must be able to have faith in each other."

Well, I'll have more faith in you if you'd stop wandering off somewhere where you could get killed! I know you got to live up to your moniker and all that, but this is not the time or place.

Spoiler: ...and (click to show/hide)

Quabu Isunberu, Ghostly Goblin Spearman has risen and is haunting the fortress!

the rest of the fellas finally noticed the ghost of *Quabu* haunting our entryway. I hope they like our new *"garden gnome"*.

### 4th Opal 307

Our newly assigned scholar, *Andreus* is

Spoiler: deep in thought. (click to show/hide)

**`Andreus' Thadkib, Endlessly Resurrected**  
"Andreus' Crowdednets"  
Creator of Rodimgikut, ♂  
**Ponder Adhesives!**

Ponder Adhesives  
**The topic being considered is the preparation and use of adhesive materials.**

I don't know why *Andreus* is interested in *adhesives* (of all things) over something more useful like the mechanics or *the secrets of life and death* for instance, but I guess that is just the way the plump helmet biscuit crumbles.

Also, we need to retrain those rutherers  
Spoiler: again. (click to show/hide)

**The stray rutherer has forgotten her training!**  
**The stray rutherer nefarious fog husk has forgotten her training!**  
**It is raining acrid slime!**

I sent the logging squad to do some tree pruning on the surface. We need the logs for bins, so we can store all this crap we've been accumulating and forgotten about.

### 8th Opal 307

Our human pikeman visitor has left, taking out one of the giant roach corpses topside.

There were reports of a sloppy sound being heard near the  
Spoiler: cavern levels. (click to show/hide)

**The Forgotten Beast Nuglush has come! A great quadruped composed of vomit. It has four long, spiral horns and it appears to be emaciated. Beware its webs!**  
Press **Enter** to close window

OK, a giant pile of web spitting vomit has arrived. I am floored by the disgusting crap that always seems to end up on our doorstep.

One of our visitors, has left for greener pastures. She made quite a mess on the surface, squishing a giant cockroach corpse on  
Spoiler: her way out. (click to show/hide)

**The giant roach corpse attacks the human pikeman but She jumps away!**  
**The human pikeman stabs the giant roach corpse in the abdomen with her (copper pike), chipping the chitin!**  
**A ligament has been torn and a tendon has been torn!**  
**The giant roach corpse attacks the human pikeman but She jumps away!**  
**The giant roach corpse misses the human pikeman!**  
**The human pikeman stabs the giant roach corpse in the head with her (copper pike), chipping the chitin!**  
**A ligament has been torn and a tendon has been torn!**  
**The giant roach corpse attacks the human pikeman but She jumps away!**  
**The giant roach corpse attacks the human pikeman but She jumps away!**  
**The human pikeman stabs the giant roach corpse in the head with her (copper pike), fracturing the chitin!**  
**A ligament has been torn and a tendon has been torn!**  
**The human pikeman stabs the giant roach corpse in the head with her (copper pike) and the injured part is cloven asunder!**  
**A ligament has been torn and a tendon has been torn!**

### 12th Opal 307

I made the miners expand the taverns a little on the left wing, so that we may build some lodgings to accomodate visitors.

It has come to my attention that many of us are rather  
Spoiler: worried (click to show/hide)

**`Krashmaster' Noramedem, "Krashmaster' Reliefkey", Dwarf Miner necromance**  
**"I need a drink. It's worrisome."**

**`Ryukan' Fikodestil, "Ryukan' Glazewhirls", Dwarf Fisherdwarf necromancer**  
**"I need a drink. I'm uneasy."**

about the lack of booze, we crave it though we are not compelled to drink it. Must be a remnant of the dwarven psyche yet to be purged from our superior undead selves. Am I worried? Well, things will take care of themselves once we can settle down a little and unwind. I guess necromancers are social drinkers instead of full-time drunks.


### 15th Obsidian 307

*Reg Egebbomrek*, Marksdwarf is  
Spoiler: visiting. (click to show/hide)

**Reg Egebbomrek, Marksdwarf is visiting.**

*Reg* is not at all concerned about the safety of her dangling bits for she has none. So she just non-chalantly strolls in despite *Quabu the gelded haunt* doing her best to deter the individual.

And the lodgings for visitors are  
Spoiler: complete. (click to show/hide)



**a** Assign Bed  
**f**: Free Bed  
**b**: Barracks (N)  
**d**: Dormitory (N)  
**r**: Resize Room  
**l**: The Garlic of Vipers  
**n**: Give name

Current Long-term Resident:  
Available

3 rooms for rent, fully furnished. I hope this compels some visitors to reconsider citizenship. We need all the muscle we can get.

Well, I didn't do much to make my mark here, no fancy towers or mega-constructions. Housekeeping is a chore but someone has to do it, eventually. Time to hand in the books and paperwork.

Spoiler: Our stocks as of 1st Granite 308 (click to show/hide)

Hamlet Nashonshash, "Bloodyhells"				1st Granite, 308, Early Spring							
Animals		Kitchen		Stone		Stocks		Health		Justice	
Created Wealth:		1624577		✱		Population:		21			
Weapons:		104430		✱							
Armor and Garb:		446167		✱		Miners		👤 5		Axedwarves 👤 None	
Furniture:		113135		✱		Woodworkers		👤 1		Axe Lords 👤 None	
Other Objects:		316260		✱		Stoneworkers		👤 1		Swordsdwarves 👤 None	
Architecture:		145516		✱		Rangers		👤 None		Swordmasters 👤 None	
Displayed:		109651		✱		Metalsmiths		👤 None		Macedwarves 👤 None	
Held/Worn:		389418		✱		Jewelers		👤 None		Mace Lords 👤 None	
						Craftsdwarves		👤 3		Hammerdwarves 👤 None	
Imported Wealth:		435571		✱		Nobles/Admins		👤 7		Hammer Lords 👤 None	
						Peasants		👤 None		Speardwarves 👤 None	
Exported Wealth:		None				Dwarven Children		👤 None		Spearmasters 👤 None	
						Fishery Workers		👤 1		Marksdwarves 👤 None	
Food Stores:		2082				Farmers		👤 2		Elite Marksdwarves 👤 None	
Meat		None		Seeds		360		👤 1		Wrestlers 👤 None	
Fish		None		Drink		982		👤 None		Elite Wrestlers 👤 None	
Plant		200		Other		540		👤 18		Recruit/Others 👤 None	
						Other Animals					



- I guess Andreus doesn't know the secrets of life and death.
- ....Necromancers can train husked beasts, huh? Shame that wouldn't have worked on Salo, though...
- Nuglush. Ew. Silk turret/silk farm?
- I think I've once seen visitor come, leave, and then come back in a few seasons to join the fortress immediatelly upon arrival. They have the need to wander :)
- Necromancers are the very picture of proper morality.

And hey, your turn was nice to read. Beats an undocumented project nobody understands, at least.

Poked snackfox with a PM.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheBiggerFish** on **October 25, 2016, 01:23:24 pm**

Hi.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **October 25, 2016, 03:03:32 pm**


Well fuck, we've got a zombie FB in the caverns now. At least Salo is finally dead. It's not like we needed him for anything when we have an undead army.

I love how my dwarf is so nonchalant. He (she?) just treats everyone's wounds and that's his purpose in life.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Silverlock** on **October 25, 2016, 09:47:40 pm**

Quote from: Zuglarkun on October 24, 2016, 10:40:02 pm

Silverlock has taken up  
Spoiler: tavern keeper (click to show/hide)




**`Silverlock' Besmartilesh, Tavern Keeper**  
**"`Silverlock' Pulleytrussed**  
**♀**

**Serve Dwarven Beer!**  
Competent Speardwarf (Rusty)  
Novice Shield User (Rusty)  
Novice Armor User (Rusty)  
Novice Discipline (Rusty)  
Adequate Observer (Rusty)  
Adequate Fighter (Rusty)  
Dabbling Wrestler  
Dabbling Striker  
Dabbling Kicker  
Adequate Dodger (Rusty)

**c:** Combat      **b:** Labor      **m:** Magic  
**Enter:**    View Activity

**g:Gen i:Inv n:Prf w:Wrd z:St**



**`Silverlock' Besmartil**  
**"`Silverlock' Pulleytr**  
**♀**

**Serve Dwarven Ale!**  
Competent Speardwa  
Novice Shield User (R  
Novice Armor User (R  
Novice Discipline (Ru  
Adequate Observer (F  
Adequate Fighter (Ru  
Dabbling Wrestler  
Dabbling Striker  
Dabbling Kicker  
Adequate Dodger (Ru

**c:** Combat      **t:** Trade  
**Enter:**    View Activit

duties. She would be better at the job if she didn't start drinking all the  
Spoiler: damn booze. (click to show/hide)

**`Silverlock' Besmartilesh, "`Silverlock' Pulleytrussed", Tavern Keeper**

**"I'm feeling great!"**

**She feels euphoric due to inebriation.**

She tells interesting  
Spoiler: stories though. (click to show/hide)





``Silverlock' Besmartilesh, Tavern

``Silverlock' Pulleytrussed

♀

Chant

Competent Speardwarf (Rusty)

Novice Shield User (Rusty)

Novice Armor User (Rusty)

Novice Discipline (Rusty)

Adequate Observer (Rusty)

Adequate Fighter (Rusty)

Dabbling Wrestler

Dabbling Striker

Dabbling Kicker

Adequate Dodger (Rusty)

I can lay down the rap like no other. Can't touch this.

STOP -- warhammer time.  
Doodoodoodoot, uh uh, doodoot, uh uh, doodoot.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **October 30, 2016, 07:24:20 pm**

Quote from: snackfox on October 23, 2016, 05:35:12 pm

I've got the save up and running fine. Expect a writeup by, I'd say tomorrow.

Doin' alright there Snackfox?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **HMetal2001** on **October 30, 2016, 10:34:50 pm**

Could you name a dog after me?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **snackfox** on **November 02, 2016, 04:49:15 pm**

Quote from: Spish on October 30, 2016, 07:24:20 pm

Quote from: snackfox on October 23, 2016, 05:35:12 pm

I've got the save up and running fine. Expect a writeup by, I'd say tomorrow.

Doin' alright there Snackfox?

I'm fine - got most of Spring written up. It's just been quite a busy ~~week~~ and a half *day*.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **StupidElves** on **November 03, 2016, 11:37:33 am**

PTW

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **snackfox** on **November 03, 2016, 12:40:43 pm**

Yeah, I'm finding that I don't really have the time. I'd just like to be skipped, please.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **November 03, 2016, 01:19:42 pm**

How much did you get done? Maybe post the save?

I sent PM to Spriggans anyway :v

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spriggans** on **November 04, 2016, 04:04:06 am**

Hey ! :D  
My time has come finally. And for real this time.  
I'll play a little today (maybe) and tomorrow (probably).

Do we have any important things to do or not do in this fortress ?

EDIT :  
@Snackfox : If you only played less than 3months, I can use your save as is if you upload it !

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **November 04, 2016, 08:33:25 am**

Well, you should have the alive tavern keeper serving the necromancers booze. They won't drink on their own, you see.

Also accepting petitions, as we're getting no migrants.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spriggans** on **November 05, 2016, 05:16:04 am**

Hey everyone.

Sorry I don't feel like playing succession DF games right now, because IRL stuff.  
I think I won't have the will to take on the turn.  
Better put me down the list.

Good luck to the next guy ! ;)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **November 05, 2016, 02:03:23 pm**

Very well, Dozebôm has been informed.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Evaris** on **November 05, 2016, 03:03:18 pm**

Wow, I'm starting to feel like I might actually manage to get a turn at this, the way things are going.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Dozebôm Lolumzalis** on **November 05, 2016, 06:40:19 pm**

I have the save. I don't really have the time for this, *but I will make time, Armokdammit!* This! Is! *Battlefailed!*

(I'm rather excited about playing Battlefailed, if you can't tell.)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **November 07, 2016, 06:03:10 pm**

Now, don't stress yourself too much. The Battlefailed curse is real :P

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **November 14, 2016, 09:15:49 pm**

Oh dear, has it claimed another?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Dozebôm Lolumzalis** on **November 14, 2016, 09:19:45 pm**

Ey, it has. Wait 'til tomorrow, after my speech, and I should have time to write up a month or two.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **November 18, 2016, 08:32:56 pm**

Any progress mate? It's about time we moved on...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Dozebôm Lolumzalis** on **November 19, 2016, 11:13:28 pm**

The curse has struck, but I can play now. I think.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Dozebôm Lolumzalis** on **November 21, 2016, 04:43:52 pm**

If somebody wants to grab it now, by all means, but I will have time in a few days. I won't mind if you move on though, but I've kind of killed this thread, soooo....

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Lebo** on **November 27, 2016, 06:31:36 am**

So, did you have time to play? I'm next in line, so I was wondering whether or not I'd grab the fort.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **November 27, 2016, 11:56:51 am**

Go for it mate. Dozebom has taken more than 3 weeks to update us on the situation, so I'm skipping him at this point either way.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Lebo** on **November 27, 2016, 12:54:18 pm**

Righto. Assuming Zuglarkun's save is the most recent one, that's the one I DL'ed just to check out how big of a clusterfuck the fort is this time.

And oh my dear god, is it a clusterfuck. I'll try to get something done tomorrow. Write a bit, screenshots, the usual. Assuming that I figure out how anything works down there, because oh god the things I saw.

EDIT: I got hit by a surprise work gig for Tuesday evening, and as I got work to do on Wednesday, I guess... Expect the first update by Thursday? I will try really fucking hard, I swear to me god damn mum.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheBiggerFish** on **November 30, 2016, 10:04:11 pm**

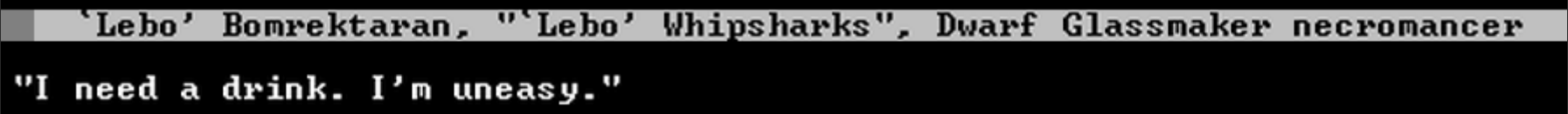
You have 25:55:50.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Lebo** on **December 01, 2016, 11:20:57 am**

Well shit, fuck work and responsibilities then, IT'S TIME TO PLAY!

...oh god this FPS. This really takes me back to the last time I played in the \*fail fort series.Truly the sign of a good fortress when the population is in the 20s and time is crawling slowly.

Spoiler: Incidentally, this ingame screenshot is the story of my life in one life. (click to show/hide)



One would think that with the promise of eternity, life wouldn't seem so bad. You know, what with the lack of death that tends to be rumored to go around necromancers, all that "mastery of life AND death" talk and all.

But you'd be wrong.

To this day I'm not sure exactly how one is appointed an Overseer in Bloodyhells, is it by merit? Lottery? Or does one just get tossed the big bag of responsibility and get told "don't get us all killed, even with the fact that most of us are necromancers."

Oh I remember it like it was yesterday, when all I did was open up a book and be a bit unsettled by the most upsetting writings. Dried ink that seemed to squirm and writhe the more I read. All things considered, it was a good book, a proper work of fiction, I thought.

The dreams that followed weren't so great. All those whispers from the darkness. Promises of eternity, instructions so quiet that they crawled into the deepest crevices of your mind rather than heard by your ears. It hasn't been that bad, I guess, what resulted. To just one day wake up and realize you can create life, or well, unlife as has been the case around Bloodyhells even before the epidemic of necromancy has been a most interesting experience.

Spoiler: The average citizen of Bloodyhells. (click to show/hide)



I guess not all take it as well though. Poor Evaris looks stressed out of their mind.

Hard work to carry all that wood from the outside indoors. And now that I got told to be the boss, I don't know exactly how well everyone took it when I gave my first order.

"Fuck the surface."

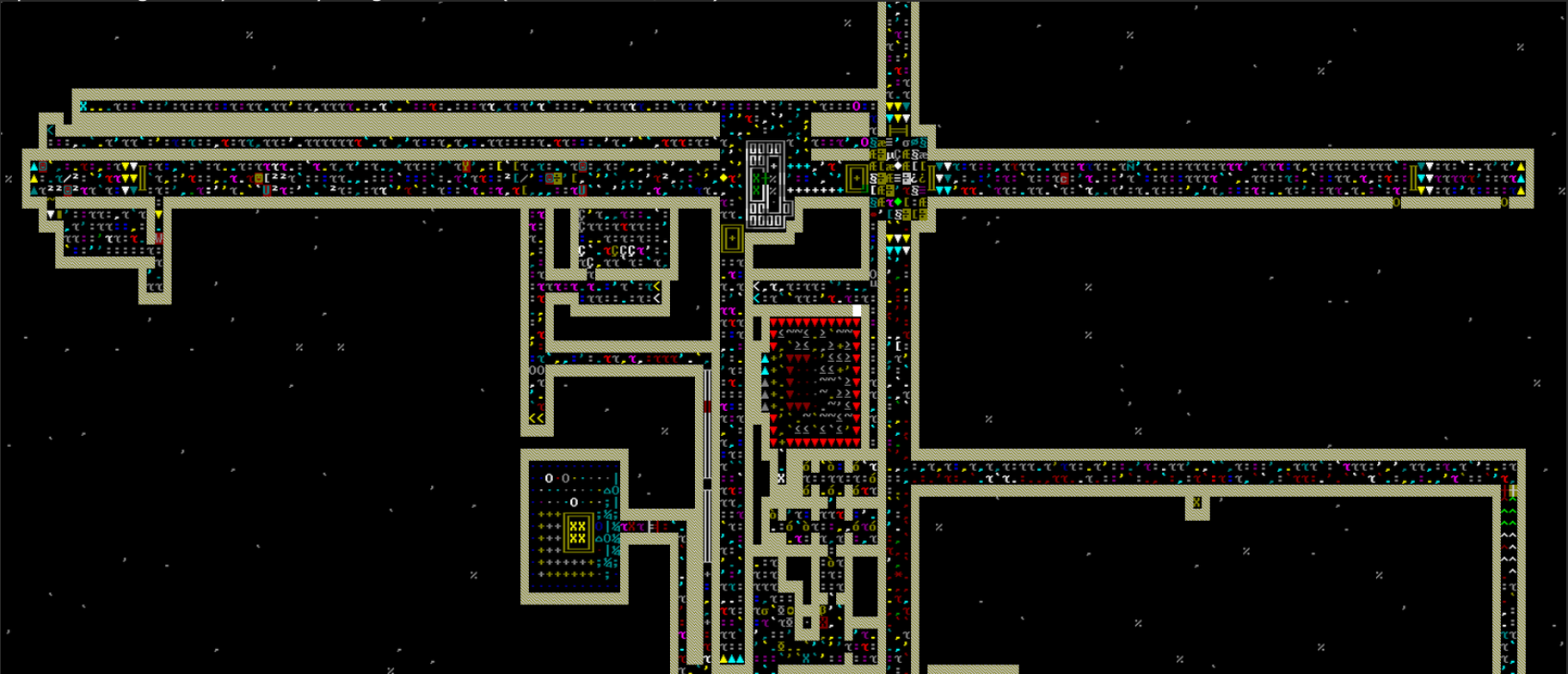
As far as I'm concerned, we dwarves are meant to stay underground. Nothing good ever came from up above! Just look at elves. And goblins. And all the undead up there before we even got here and- anyway. Well, humans aren't so bad, most of the time, but still! We got enough problems down here already, anyway.

Time to start my tour, I guess. I don't really know Bloodyhells, more like I wander through the maze-like fortress that we have made for some gods awful reason or another. Or maybe more than one reason. I can't really remember, to be honest, I'm just a humble glassmaker after all.

### Second entry, the days have lost all meaning, year 308.

I can see why people are stressed out around here, walking through the myriad of paths of Bloodyhells is apparently a quite realistic metaphor for the eternal nightmare that many have begun to comprehend their lives to have become. I mean, an eternity without booze?

Spoiler: Oh god why is everything horrible? (click to show/hide)



Here is but a small piece of the layout we have become accustomed with around here. I cannot remember for the life or death of me what purpose all these paths were for, the rooms, and best of all, all those corpses. I guess when you are a part of the living, a death is a tragedy. Obtain immortality, it's a statistic. I mean we have it right here on paper.

Spoiler: I'm surprised the numbers aren't in the quadruple digits, honestly. (click to show/hide)



corpses	58	441
body parts	48	774

Even the local creature activity tends to be on the non-living side. Over a hundred of shambling corpses have been reported to be around here and there. Trapped in cages, plaguing the caverns, outside aboveground... Not to mention that one husk that has been trapped. It too isn't too happy about its current situation in its continued existence after its own transformation from the living to... That.

Spoiler: The average visitor to Bloodyhells. (click to show/hide)



I'm sure I'm forgetting many more horrific things, but what's the difference between one reanimated corpse or bodypart and another anymore?

But yes, my order! I hear Flame, Puzzlebark and Spish are still slowly making their way down from Up There after I told to just leave the gods damned logs and whatever they were thinking about carrying down.

Spoiler: Warning! Do not watch if you are prone to fits of miserable crying! (click to show/hide)



All that ~'s in the room is pools of alcohol. For some godawful reason. Here's something nice. A display of our current situation. I can only guess now that someone didn't like the realization of their newly found ability to sustain themselves without alcohol all that well.

I closed and sealed the door myself. No one should have to see that sight ever again, if you ask me. And I spent a hour or so just crawled up in a ball in the middle of all that spilled alcohol. I don't know if people dislike me smelling of old booze, or if it's causing traumatic flashbacks from the good old days. But I digress. The plan!

What to do, what to do? I see so many worried faces around here. And so many who don't want to show how things are stressing them out. You'd think that with a fort as small as ours, we would be one happy family, but I fear we are looking at a happy explosion of blood and guts at this rate.

Spoiler: And now, something completely different. (click to show/hide)

Bilalo Mifavatipi Linifainó, Elf Miner nefarious fog husk has died in the heat.

Well that, or incineration, I guess. Good riddance, I say.

That made me feel good inside, its been a long while. I will have to ponder on this newfound happiness, and to think of a way to spread this emotion around.

Do we have any more elves to burn?

Third entry, I am pretty sure we are still on the early Granite, year 308.

"We will be legends."

My announcement for this year didn't really seem to gain all that much support from our small group. Pondering looks, outright "what the fuck is this guy spouting shit about", you know how it is when you've been given the reins to a wild horse on fire.

Things didn't really seem to improve all that much after I expanded on my statement.

"We here today are the lucky ones. The strong ones. Those with the talent and ability to survive. And all things considered, we will continue to survive. Exist, for quite a long while."

It was a pretty good speech in my opinion. I stayed up all night writing it. Well, I stay up all night all of the time these days, but again, I digress.

"Now we could continue being miserable like a lot of us like to do for our spare time these days..."

I even managed to keep my composure through the random outburst of "You mean we have anything else to do around here except haul crap?" The dramatic pause was a nice touch in my opinion as well.

"Or we could do something else."

"Like what?" was the obvious shout. I straightened myself, looked all of them straight in the eye and then said it out loud.



"I always wanted to be a weaponsmith."

Spoiler: Lebos preferences. (click to show/hide)

‘Lebo’ Bomrektaran likes kaolinite, brass, lavender jade, pig tail paper, crossbows, amulets, buckets, goats for their eating habits and the sound of The Mirthful Verses. When possible, he prefers to consume seahorse, muck roots and dwarven rum. He absolutely detests purring maggots. He has a deep well of patience.

I let that sink in for a while. I had already managed to make myself quite the craftsmaster in glassmaking, after all. And then after yet another dramatic pause, I pointed my finger at Dorito, who was inspecting their pick handle, probably waiting for this meeting to be over with.

"Dorito! What do you like?"

\*insert missing screenshot of timely line from Dorito saying "I have been contemplating suicide."\*

"No, no! What do you *like*?"

Spoiler: Doritos preferences. (click to show/hide)

‘Dorito’ Orsharzefon likes marcasite, rose gold, moonstone, giant one-humped camel leather, impala hoof, the color blue, battle axes, amulets and wraiths of snow for their bloated appearance. When possible, he prefers to consume cassava beer and limes. He absolutely detests moon snails.

"Weaponsmith!" I said out loud, and then pointed at Arthropleura.

"What do *you* like?"

Spoiler: Arthropleuras preferences (click to show/hide)

‘Arthropleura’ Uabôkulzest likes galena, brass, sunstone, crystal glass, silvery gibbon leather, cotton fabric, the color tan, battle axes, giant rhesus macaques for their mischief and the words of The Style of Strategy. When possible, she prefers to consume aardvark, passion fruit wine and candlenuts. She absolutely detests fire snakes.

"Weaponsmith for you as well! This is my proposal. For all we know, we have an eternity in front of us. So why stay as we are? Why keep the craft we knew and have done just because we were good at it? Why not start trying something new? It's not like we don't have the time, ha!"

I don't know if they really appreciated my joke. Or how I told them to hand over a list of their likes and dislikes by the end of the day. But on that day, the end of my first week, I felt myself already quite an accomplished Overseer. And assuming we get trade going, we can show the whole world how our craftsmen change, evolve, and change again! Not jacks of all trades, but masters of them all! I was reminded how not everyone wasn't blessed / cursed with immortality, but just to be fair and not exclude anyone, I told Silverlock to hand in their papers as well. I'd be handing out their new jobs by the early next morning. Or evening. Before a day has passed, I think. My grip on the passing of time has changed drastically after that book. On the bright side, someone did decide to ask for more information. I like that. Makes me feel like people are invested.

"What about our current jobs?"

They didn't really seem to like it when I paused for a second, thought about it and said I didn't really give a shit, just as long as they'd follow their dreams / my orders for new jobs instead of their old-fashioned obligations or whatever drove them to their chosen path in employment.

Now, how the hell do you smelt ore and even make a crossbow?

Fourth entry, year 308.

Wow, so many people wanted to be weaponsmiths, or blacksmiths or even metalcrafters! We need more room for all these smelters to get people started!

Spoiler: It's about to get hot in here! Because we are right above the magma ocean, get it? (click to show/hide)



Well that, and we only have about 300 bars of metal in the fortress right now. We can always get more, I know. Mine some, melt some of the mountains of crap we have around here... But for now, we need better facilities to let people do what they should have been doing.

Fifth entry, year 308.

Oh how I loathe to write this down... Elves have arrived, to trade. Give them some baubles, and get them off my hair.

Spoiler: Huge ass OOC summary and me whining about my life like a little fukken bitch. (click to show/hide)

Okay, here's something for an update. Honestly, after playing the fort for half a hour or so, I've just been so sunk into the horrible mess which it has become as is proper, so this first update is sort of crap in the actual action department.

Even before I started playing though, I thought it was amusing to have an entire fort of necromancers because of the whole no death thing, and figured I'd pull off the "follow your hopes and dreams" shit sort of like Morul way back then did.

I sort of got hit by another god damn issue in the fucking face though, when a project I'm working on was updated with "Yeah you remember the deadline we put to be 9.1 next year? Well, have everything done by the 16th thxloveyoubye", so I can't say that at the moment I am 100% invested in Bloodyhells. I'll try my best and shit, of course, and if I get some actual bloody brilliant/hilarious idea to pull off ingame I'll try my best, but let's see.

At the moment I've played like, what, nearly three hours and currently have ticked down 22 days out of 336... It's gonna take a while, ha. I've had worse FPS though, so my main problem is to not try and play this fort like I do with mine and have little going on until deathtraps have been constructed along backup deathtraps and whatever the fuck.

Right now the only exciting thing that has been going on, and not written down besides elves showing up to trade, has been the new forgotten beastie we have now prowling the caverns and killing local undead. Giant quadruped dinosaur, was it, with stretched wings and firebreath?

So yeah, that's all nice and shit, ain't it?

I'll grab my shitty laptop with me for the weekend when I go do shit here and there and leave this damn comp behind. Hopefully it won't be too shitty to play at all, which would mean next time I'd have chance to play would be Sunday.

Meanwhile I'll keep chugging along a while more today, write shit in the hopeful case that something interesting happens or I get a more interesting idea going on, screenshots, you know. The good shit.

STAY TUNED

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Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **December 01, 2016, 01:17:19 pm**

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Nice update! Also, I vaguely remember old Bilalo, I think he got husked during my turn.

Anyway, it's good to know my dwarf is still alive and well. She might be one of the most long-lived Flames, which is certainly impressive given that this is a fucking Battlefailed sequel.

EDIT: Wow, I forgot she was a founder, even. She's the longest-lived dwarf in the fort!

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Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **December 02, 2016, 12:14:59 am**

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- Heh. Your suffering amuses me.

And oh is there suffering. What stresses them so much, the lack of booze?

Yeah, the fortress is a maze that lets invaders in and keeps overseers out. Is that so bad?

- I like the colorful tunnels. Though depot is missing. The paths were for the purpose of trading without having caravans nommed by dead.

And levr rooms and aquifer pierces.

- How the hell did that much alcohol get spilled? It's like someone put booze stockpile on deadly cold surface, and the surface we have is just deadly.

- Heh, elf miners. Sucks to be them, I guess.

- Hm, weaponsmithing...But can corpses pick up weapons without wrestling?

- What's the FPS like, anyway?

And remember, when you spend most of the time paused it isn't as bad as it seems.

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Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Lebo** on **December 02, 2016, 02:16:56 am**

---

There are a lot of stress factors, no booze, some have unemployment, lack of martial art, missing their family and friends yadda yadda.

Also I guess all the corpses. Maybe mainly the corpses. I should check what DF was like in 42.06 again, if there was any outstanding bug to ruin my future plans. Anyway... The depot in the map is missing, yes, there's another one where the elves are at right now.

The FPS is somewhere below 10 FPS right now. At least it gives me time to think of what the fuck happened around here, and there, and pretty much everywhere in the fort. You can't go down one established level without finding something that raises questions, I mean I did keep up with the fort and its shenanigans, but after the unfortunate pause between updates and me, I may have forgotten a lot of things.

I'm not sure if I want to read up either, I sort of prefer the fucked up mystery which is Bloodyhells.

At the very best I should find out where the entrance bridge levers are.

For reasons.

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Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **December 02, 2016, 03:27:11 am**

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Good lord. 10 FPS at 20 dwarves?

The underground depot quagmire levers are on that screenshot (and few more, but mostly that z). I once ran a test embark tunneling up beneath aquifer to seize control of the room and atomsmash zombiesplosion, before dwarves were all necromancers. They were designed by Sanctume, so they're all properly Noted.

Otherwise, DFHack's Ctrl+M for gui/mechanisms can be helpful.

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Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **December 02, 2016, 06:54:06 am**

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Ahhh I see someone finally managed to get around to carrying out those pit caged prisoner jobs I had queued up. Burnt elf is the best kind of elf.

Quote from: Lebo on December 02, 2016, 02:16:56 am

At the very best I should find out where the entrance bridge levers are.

For reasons.

Do you mean the ones for the gates on the surface? (shift+f1)  
I made a lever room (shift+f4) for those.

Everywhere else is already sealed up so you need only worry about that particular entrance for access from the surface. If you want to make weapons, (shift+f7) will bring you to a relatively safe cache of adamantine deposits. I've also been unforbidding iron ores (*at least I remembered doing so*) that were forbidden and abandoned before my tenure so you should be good on that front (*88 hematite last i checked and we also have hematite deposits in the soils layers*). I don't know about flux stone though, I haven't seen any of it on the map...

Quote from: Lebo on December 02, 2016, 02:16:56 am  
I'm not sure if I want to read up either, I sort of prefer the fucked up mystery which is Bloodyhells.

I'll save you the trouble, the parts of the fort that were dug out in sand/soil were pretty much abandoned when I got the save. The only things of interest there now are the trade depot that I built and the hospital (to the left of the room with all the spilled booze). The only portions of the fortress you need to concern yourself with are the immediate areas around and above the magma forges. That is unless you want to reclaim some of the stuff that is left abandoned in those tunnels near the surface, then by all means go ahead.

Don't bother with FPS, this is a Battlefailed fort and you're a necromancer now. I suggest turning off the counter and just unlive with it.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Lebo** on **December 07, 2016, 05:33:30 pm**

Yeah, for many reasons I am currently going through a state of unliving myself. Work, responsibilities, had to move, was welcomed by a firealarm, you know. The good stuff. Sort of slowed me down from continuing.

THE CURSE IS REAL, HOLY SHIT!

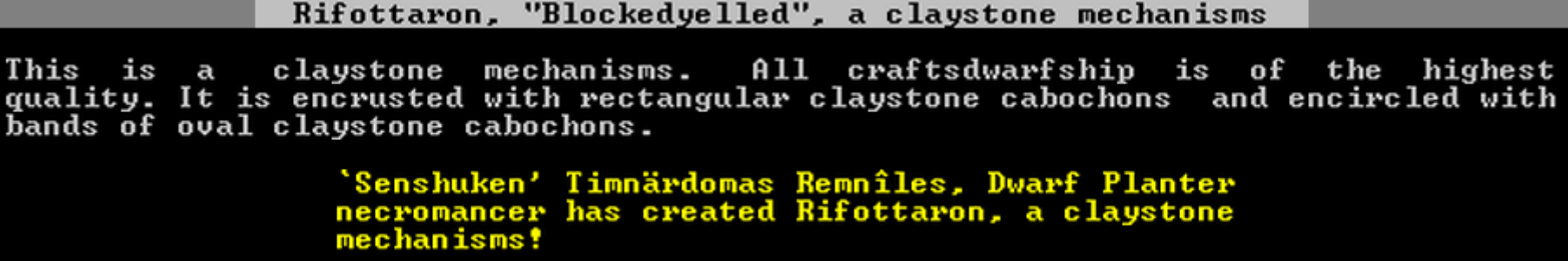
Anyway... Onwards with the game again, I see I have up to Sunday by normal schedule, so I will keep on trucking. Although I will say in advance that depending on the possible slowness of my updates, if somehow I haven't made it to Winter by Sunday I will just toss the save forward as is so we can keep the train going. Next week will be a busy one for me as well, so yeah.

ANYWAY..

**Sixth entry. Year 308, must still be Granite if the elves are here.**

The renewal of the broken spirit of Bloodyhells, as I have come to call the undergoing project (which to my dismay has not yet caught on) is not going as well as I'd like. People are still looking sour like they found a goblin horde in their bedroom. Which wouldn't really surprise me if that was the case behind one of the many sealed areas we have.

At least one good thing happened, an incident was brought to my attention just the other day, a positive one considering how it could have ended. Senshuken had closed themselves in a Mechanics workshop, and tinkered together quite a fine looking mechanism, if I had to say so myself.



Then again, I have been known to overestimate the value of things. Such as the meaning of life, time to time.

I began to ponder such things again after I heard that the damn elves were getting tired of waiting, and found our trader feverishly praying to the gods. So what is an Overseer to do but handle things and drag someone else to the depot to trade?

Utter rubbish, that's what the elves brought. Not that surprising. I mean, just look at this.



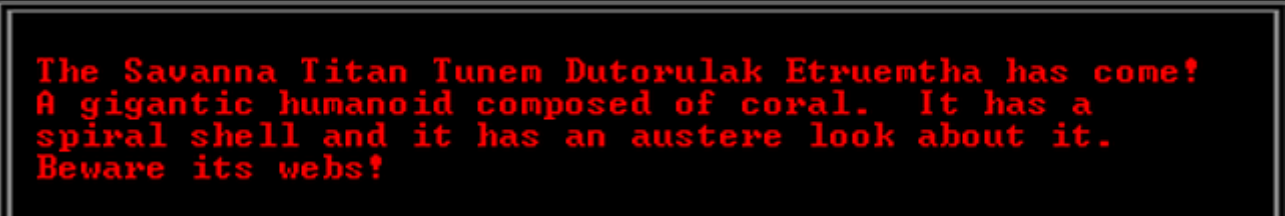
I don't care how well made, exotic and valuable these strings are, I wouldn't wear them even if it'd rid me of this eternal-

What do you mean not that kind of strings? Fine, whatever. Just give them all this crap around the depot area for, I don't know. Clay, what do we need their fruits and berries for, damn it?

Turns out we weren't quite picky what we were giving to the elves. Apparently there was some wooden trinket or whatever, as they got all huffed up and just left. Fine, be like that. At least I don't have to hear their whining anymore. "Oh it's so damp here! Oh, so dark! Is this blood, vomit or both that I stepped on?"

**Seventh entry. Year 308, I heard it's nice and summery up above, why the fuck was some up above?**

Who would have known that my reign would be tarnished by two different problems, first one being that my mandate to follow your heart hasn't produced results to this day, or that someone was hanging out near the gate and ran back in with a terrible holler.



I immediately asked our military commander the status of our military forces. He pointed at the rest of the room the entire fort had gathered at, mentioning worryingly few in the actual military, and reminding me who were in the citizens militia.

By the tone of their voice, I figured it meant things were bad. Well, let us face this as dwarves. Pull the lever!

**Eighth entry. Year 308. I can hear its footsteps.**

It really is a thing of wonder. Tunem, I mean. How can something made of coral command such respect and fear by simply existing? The good news are that we managed to close the gates before Tunem made it inside. The bad news are that we are now trapped. I wonder though... We did have a lever to flood the surface with magma somewhere, didn't we?

Does coral burn?



**Ninth entry. Year 308, I can hear the molten rock above.**

It's been a while now after we pulled those levers and started to flood the surface with lava. Probably better to let it spread nice and even before we send anyone to scout the area and see if Tunem is burnt away.

Shame about all those logs though, but we can always just cut down shrooms.

Well, things are very slowly going about. Mining some ore here and there to fuel the furnaces. Watching a quarter of our population pray in the temples like it'd make them better. Flooding the world with magma.

The usual. Not a lot of screenshot worthy stuff though. Sorry about that. 4th month almost over now. Hopefully will get some actually interesting before the end of my turn. I guess I will find out if coral burns. Alternatively, Tunem takes a dip in the sea before that and is sealed below the obsidian crust. Maybe I will even get all of this done by Sunday!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **December 07, 2016, 07:12:22 pm**

This fort and its horrible titans. How many titans are left in the world?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **December 08, 2016, 04:23:48 am**

- Good luck!
- So much claystone.
- Poor elves.
- Coral is weak. Shatter.

Ahehehehe. Titans are stronger against fire than their appearance leds one to believe.

@TheFlame52: I think this is large simple world with slightly dfhacked embark, so perhaps 150 total - Assuming around fifth of them died in 300 years, the fortress has killed like 5, so there should be still ~115 remaining.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Lebo** on **December 08, 2016, 08:22:17 am**

Yeah, I am pretty sure the coral beast won't burn away, but it seemed the dorfy way to deal with the fucker. The fact that it also spits webs made me think that attempts to man up against it with military would lead to utter destruction for our soldiers, and probably the unfortunate not-hilarious end to the fort.

Maybe we'll get lucky and it'll trap itself under the obsidian crust in the ocean though. We got plenty of trapped horrors already, what's one more?

Anyway... Starting to play again, will use this post to update on whatever may happen. Hopefully something will happen.

**Tenth entry, year 308. Fell spirits are about.**

While we are currently still waiting for the flood of lava to do away with the titan, I learned of another incident.

**Erib Rovodunib, manager necromancer has been possessed!**  
**Erib Rovodunib has claimed a Mechanic's Workshop.**

I could say I am shocked and appalled that the dead pester the- well, undead or whatever we are these days, but I will not lie. There have been plenty of sightings of wailing ghosts and other apparitions around here after all. One of them probably got jealous of Senshuken making a magnificent mechanism earlier, and wants to show them whatfor.

That, or this is the beginning of the end for our fort. Maybe if we put the two of them together somewhere they could cancel each other out? Assuming of course, that Senshukens artifact is of benevolent nature. Who am I to judge, really?

**Eleventh entry, year 308. This is ridiculous, this isn't even funny.**

The spirit sure did want to one up Senshuken.

**Uvargutid, "Lulleduttered", a claystone mechanisms**

**This is a claystone mechanisms. All craftsddwarfship is of the highest quality. It is encrusted with cushion claystone cabochons, studded with copper and encircled with bands of oval claystone cabochons. This object menaces with spikes of claystone and alder.**

Claystone is apparently the go-to stone for people touched by inspiration, or spirits alike. Well, I won't complain. Hearing these news differs from the usual "I'm still miserable." that I hear so much around here still.

Zuglarkun by the way has decided to abandon all hope apparently. The man hasn't touched the stockpile record books in months, and is still praying to their deity. Well, I guess if you have an eternity, why not pray for months and months?

**Twelfth entry, year 308. I recall a human saying, something about rain.**

We finally sent a scout to see how crispy Tunem had turned. To my dismay, they had not. Instead, they had taken to the highground and climbed a tree. So instead of one burnt titan, we now have one burnt countryside.

And of course that's not the worst of it.

**The Marsh Titan Emxa Loduse Uxo Dôrku has come! An enormous hairy tick. It has large mandibles and it has a regal bearing. Its mauve taupe hair is patchy. Beware its deadly spittle!**

Let's see, what's next, someone going crazy and killing everyone now that we are very efficiently trapped? At least good old Shorast is here to bring back some sense into all this, by announcing loudly that we are not to let go of our leather armor. I will make a note of it.



remember from good old days is in 42.06, considering how I think from the start, Zuglar hasn't been doing anything else except praying. I didn't really notice it that much, until the stockpile records started to get out of date. Was it that the praying dorfs never finish the pray job, or it's ridiculously slow?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **December 08, 2016, 12:33:51 pm**

Trying to restore some FPS?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Lebo** on **December 08, 2016, 02:19:03 pm**

I guess that is one thing that I could try. I mean, the surface right now is mostly lava and 2 titans, but the interiors are filled with so much random crap. Might as well check the best spot for garbage disposal, but well, 20 dorfs. And like 7 of them are currently perma-praying.

Oh well. We'll see how it goes. Probably I won't get to see any FPS improvement, but maybe the next player will, ha.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **December 08, 2016, 04:01:58 pm**

On that note, how's obsidianizing the sea? Iirc it isn't reanimating, so makes for a slightly more attractive place to build fort in: Corpses will stay dead until a dwarf sees them, instead of until three days have passed.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Lebo** on **December 09, 2016, 12:40:18 am**

I guess it is possible, but it'd take some work, since there are what, three layers of ocean? A lot of mining, channeling... Yeah. Could work. Not sure if I have the time to start the project though.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **December 10, 2016, 11:03:19 pm**

The FPS issue probably has more to do with the increasingly massive horde of undead critters under the fortress.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Lebo** on **December 11, 2016, 08:20:34 am**

Maybe. Quite a few of them got squished when that new forgotten beast showed up, but I recall that it got its head caved in by a zed FB. Or maybe I'm wrong, there are too many primordial horrors lurking around to keep track of.

Anyway, I am back from STUFF and will again start chugging along. By Finland time, I got about 9 hours until technically we are over my time of playing (I can't fucking believe I instantly got busy as hell the day I get the save) so we'll see how far I'll get. If I have like only a few months left after 9 hours, I guess if it's allowed I can try to chug along during next week, although I got a deadline pressing on, so maybe I'll just call it quits however far I get and pass the save to the next person so we can keep moving.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Lebo** on **December 11, 2016, 04:29:58 pm**

**Twelfth entry, year 308. At least one good thing came out of the mess above.**

For the lack of better things to do, I took a peek outside. Well, the sound of colossal beasts battling also had something to do with my curiosity being overcome by my previous orders to keep everything shut down tight.

The savanna titan kicks the marsh titan in the left second foot with its right foot and the injured part collapses!  
The savanna titan attacks the marsh titan but It jumps away!  
The marsh titan is caught up in the web!  
The marsh titan is caught in a pool of lava!

We are now plagued by only one horrible creature aboveground. I guess that's something.

**Thirteenth entry, year 308. How appropriate of a number.**

I have heard word of an unfortunate accident.

The broker necromancer punches the dwarf brewer necromancer in the lower body with his left hand, bruising the muscle and bruising the stomach through the x(cave spider silk trousers)x!  
The broker necromancer punches the dwarf brewer necromancer in the head with his left hand, bruising the muscle, fracturing the skull through the x(turkey leather hood)x!  
The broker necromancer grabs the dwarf brewer necromancer by the second toe, right foot with his left upper arm!  
The broker necromancer punches the dwarf brewer necromancer in the head with his left hand and the injured part explodes into gore!  
An artery has been opened by the attack!  
'Balnash' Kekimsazir, Dwarf Brewer necromancer has been found dead.

NCommander swears they have no memory of ever doing harm to Balnash, but the bloodied hands and one dead Balnash in a crowded temple room speak otherwise. I could say I want to dispense justice, but we have already deemed this the work of the restless dead, more precisely, the spirit of Zuglarkun!

...wait... Oh whatever, I'm sure there is a reasonable explanation to it. I've given the order for a memorial slab to be made posthaste, so we can avoid further haunting related fatal injuries.

**Fourteenth entry, year 308.**

The broker necromancer punches the Fail Priest necromancer in the right upper leg with his left hand, fracturing the bone through the x(alpaca wool trousers)x!  
The Fail Priest necromancer gives in to pain.  
The broker necromancer punches the Fail Priest necromancer in the head with his left hand, bruising the muscle, jamming the skull through the brain and tearing the brain!  
'Dorito' Orsharzefon, Fail Priest necromancer has been found dead.

Well fuck me sideways.

We did at least get to slab Zuglar's lost spirit or whatever, so **now** I dare say with absolute certain that we will avoid further haunting related fatal injuries.

Well, I think it's about time I have to throw in the towel. I barely got started on the 8th month before figuring that I just don't have the time anymore until the unspecified future, so yeah. We're now down to 19 dorfs thanks to the god damn ghosts, so yeah. That's about it, I think.

Uploaded the save. (http://dff.d.bay12games.com/file.php?id=12610). Good luck to the next guy, just take over the fort in a hostile takeover manner or whatever, because I'm outie!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **December 12, 2016, 09:38:16 pm**

TheError has been informed and has 3 2 days to respond.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **December 13, 2016, 03:26:21 am**

- Oh, neat, Titan battle! Much more understandable than FB battle!
- Non-dwarf "broker necromancer"? As opposed to what, bodiless necromancer?
- ...Zuglaaaaaaaar!
- Sounds like battlefailed curse ate you. Still, good way up the hill.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **December 17, 2016, 02:15:52 pm**

Spriggans is too busy to play their turn, so we're moving down the line to Ghills.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **December 22, 2016, 12:43:31 am**

Quote from: Spish on December 17, 2016, 02:15:52 pm  
Spriggans is too busy to play their turn, so we're moving down the line to Ghills.

I've got Christmas stuff going on and there is no way I can play before the 28th at the earliest. Are there any objections to starting my turn then?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **December 22, 2016, 05:00:37 am**

Nah.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **December 24, 2016, 11:11:10 am**

That's fine I guess, as long as you *do* play your turn when the time comes.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **December 25, 2016, 06:53:01 am**

Caught up on the madness; you guys never fail to impress. What amazes me is I'm still alive; I arrived in turn 3 and became the first or second necromancer and still kicking. Slightly surprised the fort is still standing considered evil biomes got considerably more brutal and Horrorfailed collasped a few times before it got to this point.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **December 25, 2016, 09:39:43 am**

Well, it is with both legs in grave, what's with the really low citizen count and almost everyone being an undead lich.

However, everyone being necromancers helps with evil biomes.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **December 28, 2016, 01:47:39 pm**

Christmas stuff over, downloading save now. First post will be in 3 days on the 31st.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **December 31, 2016, 07:02:02 pm**

So I tried to write up some creative in-world setup, but nothing was coming. I'm mostly still trying to figure out where all the different pieces are.

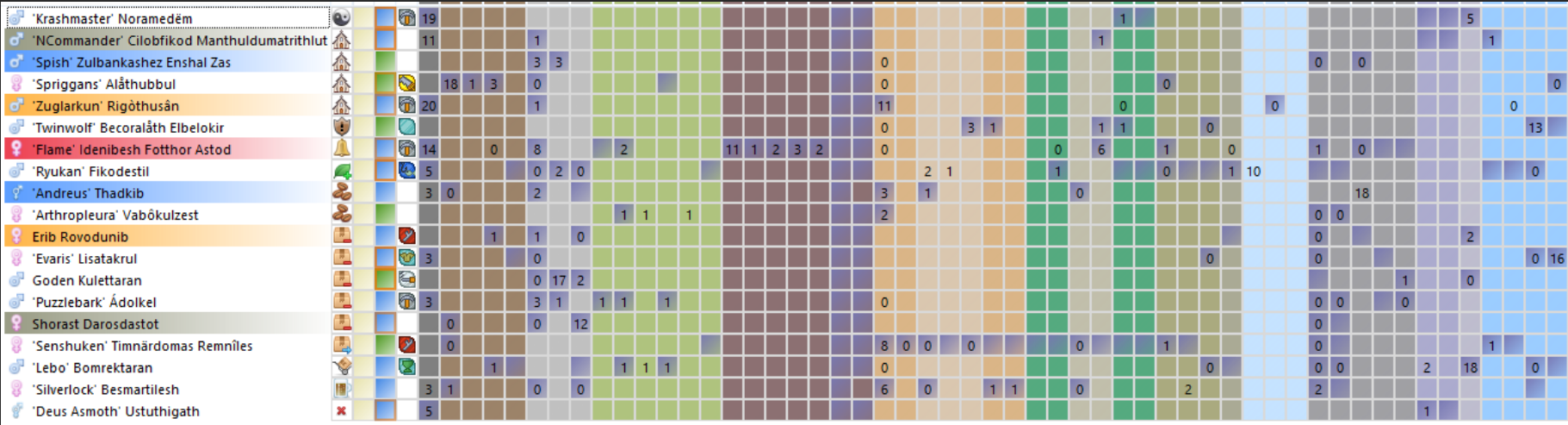
Oh hey, it's a lava-covered ashland! Feels just like my first long-term fortress. Only missing the herd of enraged elephants.





FPS : 18 <18>

Well, I'll take that as a good sign.

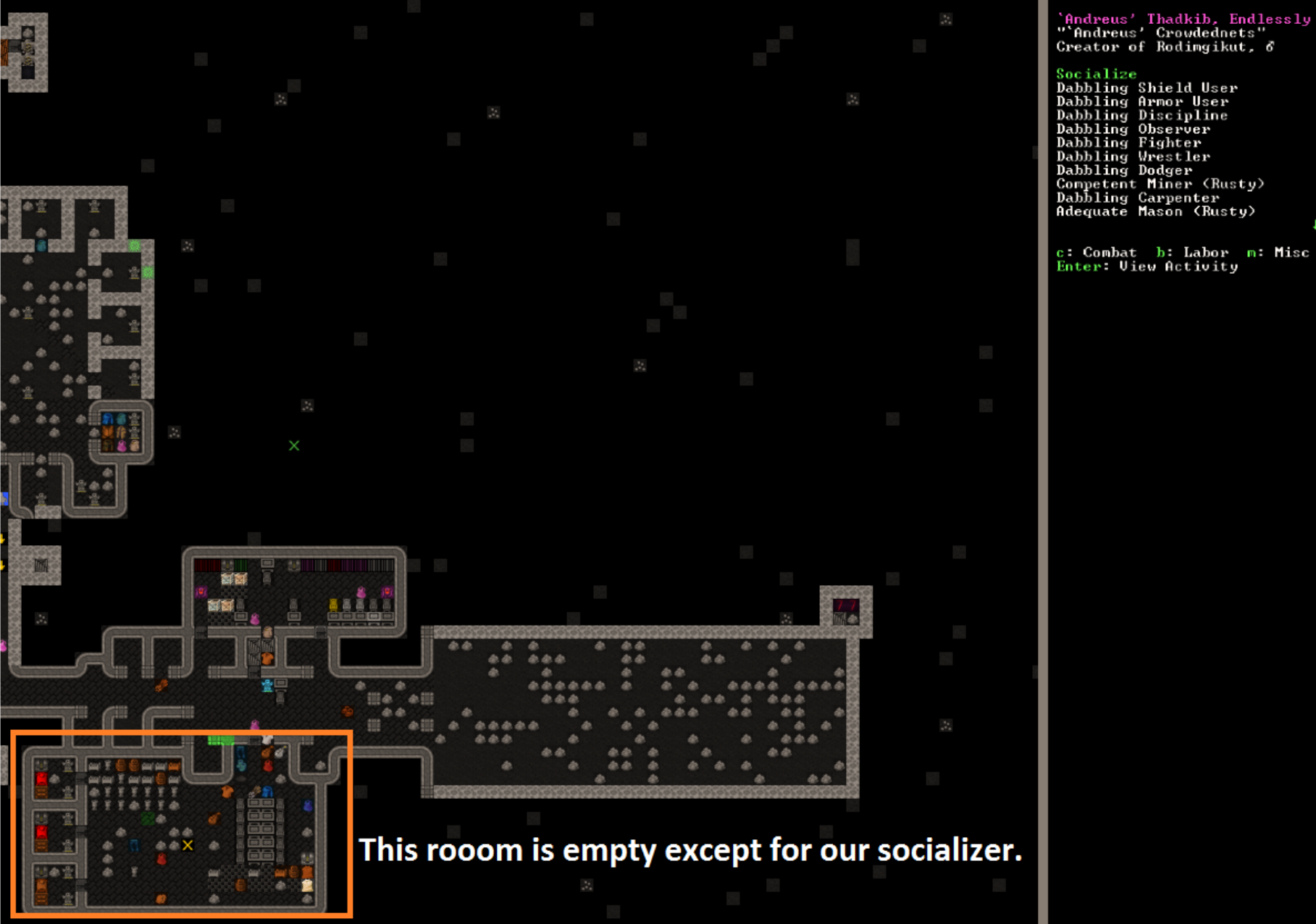


So, not going to get much done. With this many workers, they're probably going to spend all their time walking from place to place. Maybe I can find a good central area and base them all there? That temple to Deg the Wealthy Price has got to go.

```
Date:308-08-03  Idlers: 0
'NCommander' Cilobfikod Mant
'"NCommander' Roofglaze the

X(rope reed loincloth)X, Low
X(giant cave spider silk dre
X(cave spider silk trousers)
adanantine helm, Head
X(cave spider silk hood)X, H
steel mail shirt, Upper body
«=iron breastplate=», Upper
X(giant cave spider silk clo
X(cotton right glove)X, Righ
X(skunk leather right mitten
x(pig tail left glove)x, Lef
X(skunk leather left mitten)
x(rope reed sock)x, Right fo
x(rope reed sock)x, Left foo
x(ramie sandal)x, Right foot
```

OK, clearly these people need clothes. That's my goal, then - figure out the food and cloth industry for this pile of failure and shenanigans.



Well, and maybe also import some therapists.

Removing the merchant's temple got half of the worshippers to get up and go. Sadly, doing the same thing to the Temple of Amber did not have any effect. I guess I just have to wait until they stop meditating.

In the meantime, I'm going to locate any industry zones and try to get this place cleaned up a bit. Is there a specific reason a lot of forbidden items are strewn around? Can I just dump those?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **December 31, 2016, 08:42:28 pm**

Quote from: Ghills on December 31, 2016, 07:02:02 pm  
Is there a specific reason a lot of forbidden items are strewn around? Can I just dump those?

The upper levels (*in the dirt*) were abandoned because of *reasons*, hence the items there were also forbidden en masse since before my turn. I did some cleaning up and reclaiming useful items but there is still more to be done obviously. Its safe and secure now, but there are still pockets of undead left walled away from what I remember.

If I remember correctly, there are a whole bunch of forbidden items in our stockpile levels as well. I recommend leaving them all forbidden until you accomplish your immediate goals (*yay clothesmaking!*) so the few dwarves and necromancers we have don't all get tied up with hauling/ stockpiling/ dumping duties. Perhaps unforbid and dump them in batches at a time.

Quote from: Ghills on December 31, 2016, 07:02:02 pm  
OK, clearly these people need clothes. That's my goal, then - figure out the ~~food~~ and cloth industry for this pile of failure and shenanigans.

FTFY. Necromancers don't need food or drink, and we have plenty of food and drink to go around at the moment. If you can somehow encourage our necromancers to drink at the tavern so they don't all get bad thoughts and slow down from lack of booze, that will be swell as well. Eh, from my experience, only living dwarves serve booze (*as tavernkeepers*), so keep that in mind and try to get our population up by accepting petitions for citizenship. I doubt we will get migrants with the death toll here.

ALSO. Beware of *husking* fog on the surface, though the slime found in the coastal regions is mostly harmless.

Try not to get everyone killed *\*chuckles\** and good luck!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **January 01, 2017, 07:22:30 am**

- ✧ Hm, Ryukan has good fishing skill. Maybe give them a spot safe from the husking clouds?
- ✧ Forbidden items...Dunno? I suggest check them for contaminants.

When zuglargin mentions the items being forbidden, the reason for that was due fortress being a swiss cheese.

The FPS is pretty awful for that many dwarves, yeah.

Still, a year is a year. Sanctume got plenty of done with less dwarves.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **January 01, 2017, 03:52:08 pm**

I have a title. Can I see my kills?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **January 01, 2017, 10:31:05 pm**

Quote from: Fleeting Frames on January 01, 2017, 07:22:30 am





Also, 11 hours is not a lot? 21 hours spent designating and writing? What kind of crazy free time do you have that spending 30 hours gaming is not a big deal?

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Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **January 06, 2017, 11:33:31 pm**

---

We should have some visitors and some petitioning to stay. Pretty important, with the lack of migrants to necromancer underground skyscraper complex.

Agreed on irritation. Even if you do spend most of time paused anyway, the crawl is annoying.

30 hours per 2 weeks is 2,14 hours a day, or something you can just barely sacrifice a single weekend for.  
I don't think that's a lot of free time to have - in other words, it's also low-balling it, as I know the overseers who write excellent turns put all their free time into writing it, to the point of sacrificing their other duties at times (and some sacrificing of real life is to be expected with Battlefailed curse).

I'm not quite sure how much time I spent on it, but putting vast majority of my free time into Succession world for my turn at it yielded 172 pages of updates with total of 1039 pictures taken in the 13-25 nov period iirc (granted, multiple takes and not everything about it).

Of course, from a different perspective, 30 hours is enough to, say, watch PMMM five times or read 720 thousand words ~ 7 novels at 400 words/minute - absolutely large things to spend time on - so merely having it available doesn't mean you want to spend it making updates. Compared to other games, DF does take insane amount of time, and the narration of it takes it up to eleven.

(Granted, I've only worked on two successions so far, and the second one had over four times the pace of production as the first, though at cost to quality; I expect skilled overseers can produce more interesting content far quicker than me.)

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Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **January 07, 2017, 03:31:02 am**

---

Quote from: Fleeting Frames on January 06, 2017, 11:33:31 pm

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(Granted, I've only worked on two successions so far, and the second one had over four times the pace of production as the first, though at cost to quality; I expect skilled overseers can produce more interesting content far quicker than me.)

The good thing about dwarf fortress is that its so detailed that if you monitor your turn somewhat regularly (*take screenshots regularly, note down key events*), there is almost always some insane or mildly interesting dwarf business to write about. Enough to fuel a narrative I would reckon, well, depending on the narrative you are aiming for. My own experience with succession forts invariable comes down to:

1. point out nonsensical stuff previous overseers have made/ done.
2. ridicule/worship it
3. make own ridiculous stuff on top off previous overseers ridiculous stuff
4. ???
5. profit!

Unless you are starting the embark, there is almost invariable something to build the narrative on top off. I highly recommend READING previous turns (*or at least perusing*) to get a sense of the narrative, and either build on top of it (*easier to do*) or deviate away from it in another direction (*harder to do*). As always practice makes perfect, but practice takes time :(

Still, I totally understand the mentality where you sit down to play DF, DF chugs along slowly *\*choo choo neckbeardss\**, and you just lose interest in it because nothing interesting happens and it takes a long ass time for even the season to finish. Its even more pronounced in succession games because you have to figure out and then deal with all the shit that happened before your turn came around. Then you have to figure out what shit you want to do during your turn, then you want to write abou- ***Its just a shit lot of work. On a 2 week time limit.*** Once I started working in earnest, I just didn't have the time to pour into DF at all, let alone succession fortresses.

My suggestion Ghills, is to keep it brief. Only chronicle the interesting and NEW things. Or the things that made you go WTF DF? Having a megaproject you want to finish before your turn ends invariably makes writing easier as you can focus on the project. Have you decided on anything yet? If not, here are a few suggestions:

1. Relocate Hospital from dirt levels near the top to the safety of rock and stone down below
2. Expand Tavern, make more rooms for visitors.
3. Speaking of visitors, pit all the captured undead into magma.
4. Flood caverns with magma (*not a good idea for FPS*)
5. Obsidianize the surface completely.

GLH!F!!

---

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **January 08, 2017, 02:00:37 pm**

---

Quote from: Ghills on December 31, 2016, 07:02:02 pm

OK, clearly these people need clothes. That's my goal, then - figure out the food and cloth industry for this pile of failure and shenanigans.





Well, that was easy.

Quote from: [Fleeting Frames](#) on January 06, 2017, 11:33:31 pm

We should have some visitors and some petitioning to stay. Pretty important, with the lack of migrants to necromancer underground skyscraper complex.

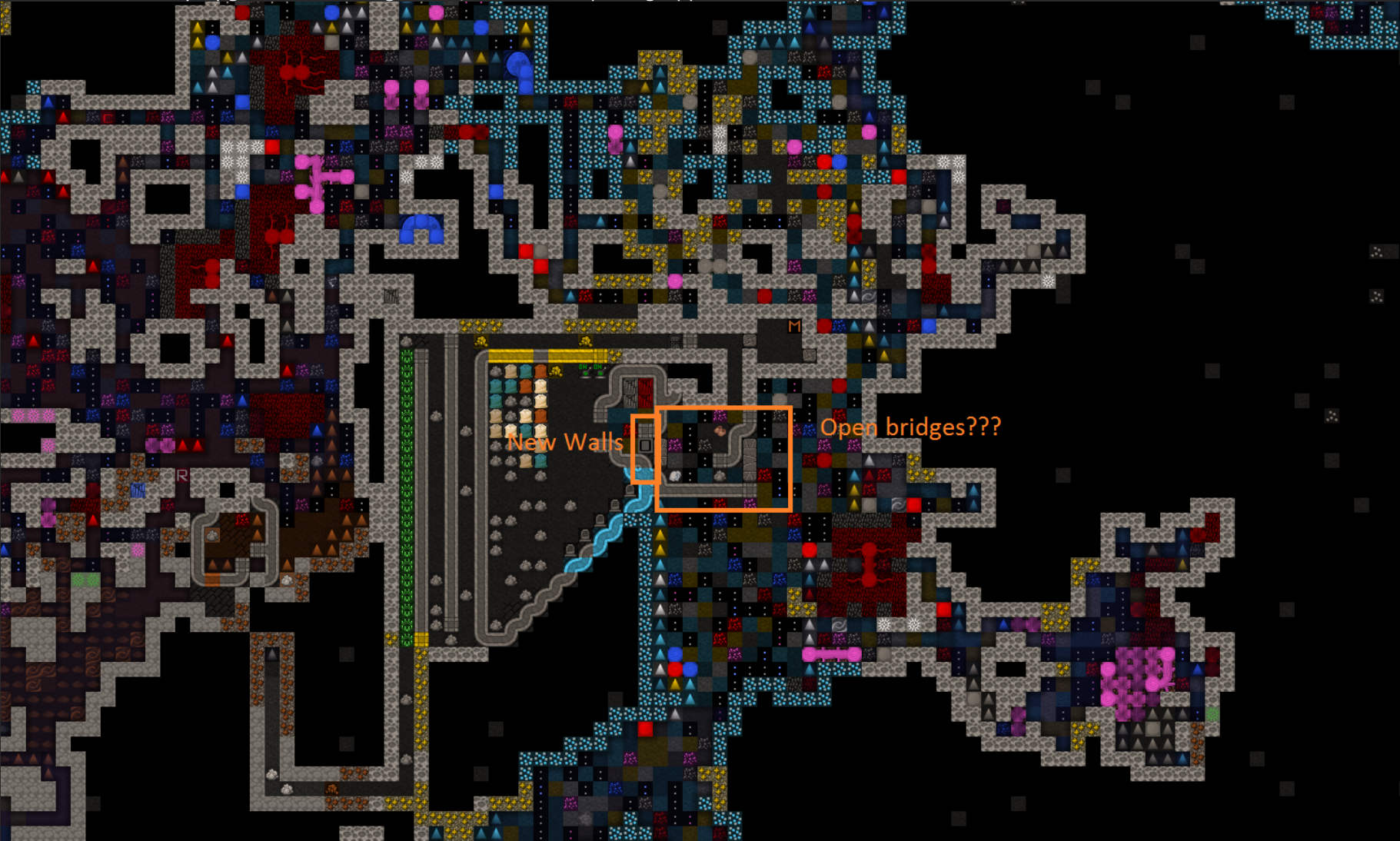
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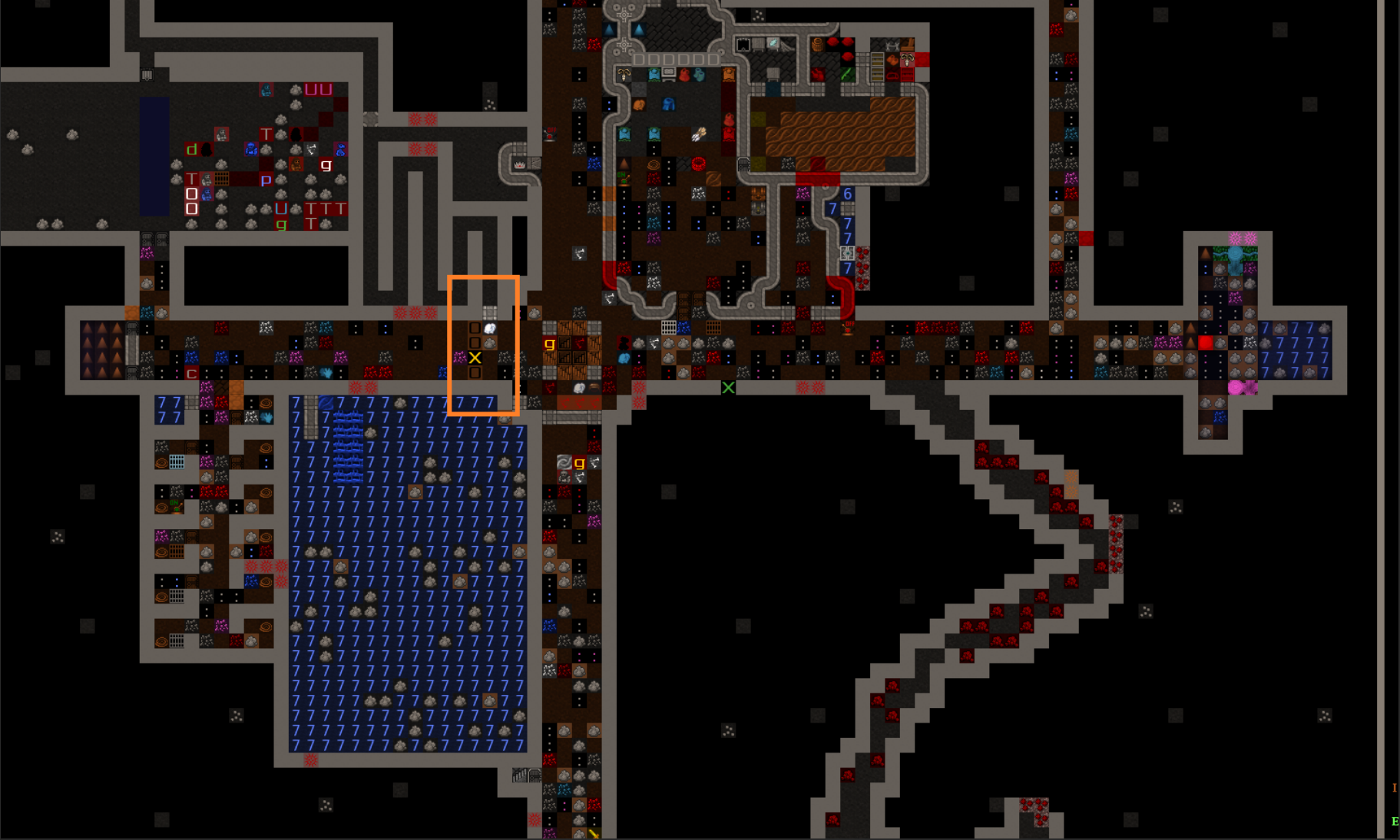
If you don't work full time and/or don't have dependents, that's a lot of time to devote to a hobby but it's certainly doable. If you do...not so much.

I've been attempting to evaluate the fort security and efficiency. Hours trying to track all these stairways and ramps gives me the confidence to say that I don't know if this Cthulian swiss-cheese hellscape can really be secured. New modus operandi: I'm going to focus on the areas the dwarves use and branch out from there instead of trying to identify areas of weakness first.

Permanent security upgrades are being made, since lever-pulling appears to be everyone's least favorite task:







Dwarves have begun wandering into the higher levels, presumably to access medical care? Definitely moving the hospital down to the safety of rock.

Also: This lever *looks* like it should link to the dumping bridge right below it, but is that really true? Am I too trusting of the long-term planning of my fellow players?

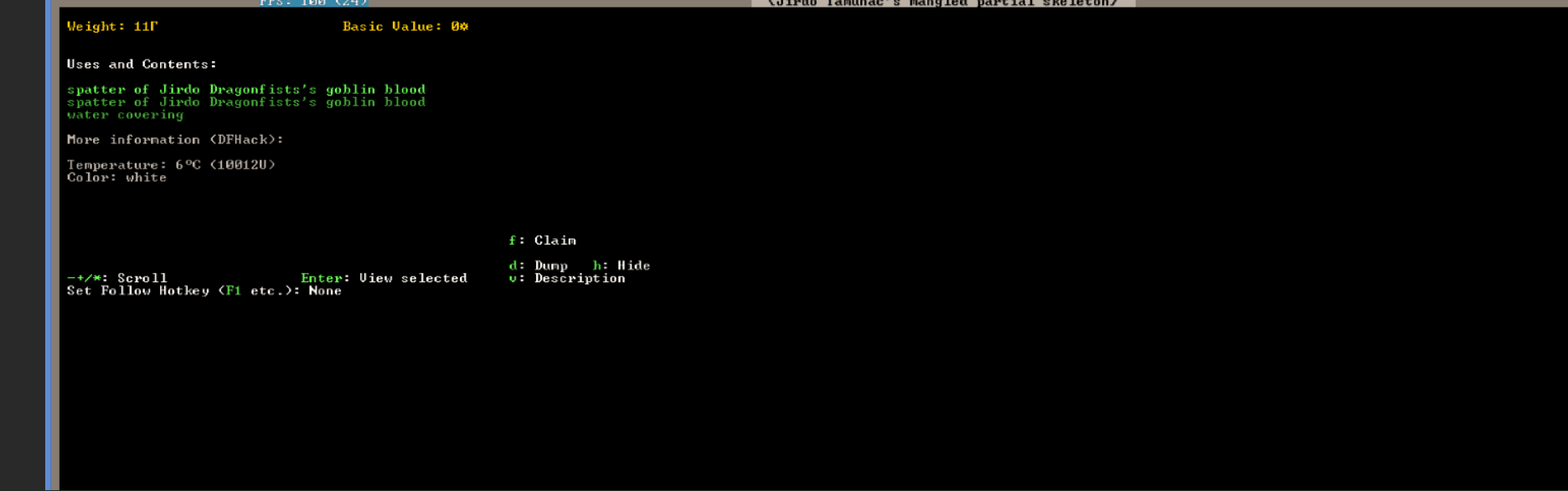


Attempts at creating a rutherer husk army seem doomed to failure:

A cloud of nefarious fog has drifted nearby!  
It is raining acrid slime!  
The weather has cleared.  
→The stray rutherer nefarious fog husk has forgotten her training!  
It has started raining.

We did get 2 visitors, but they didn't even make it to the gate before, well:





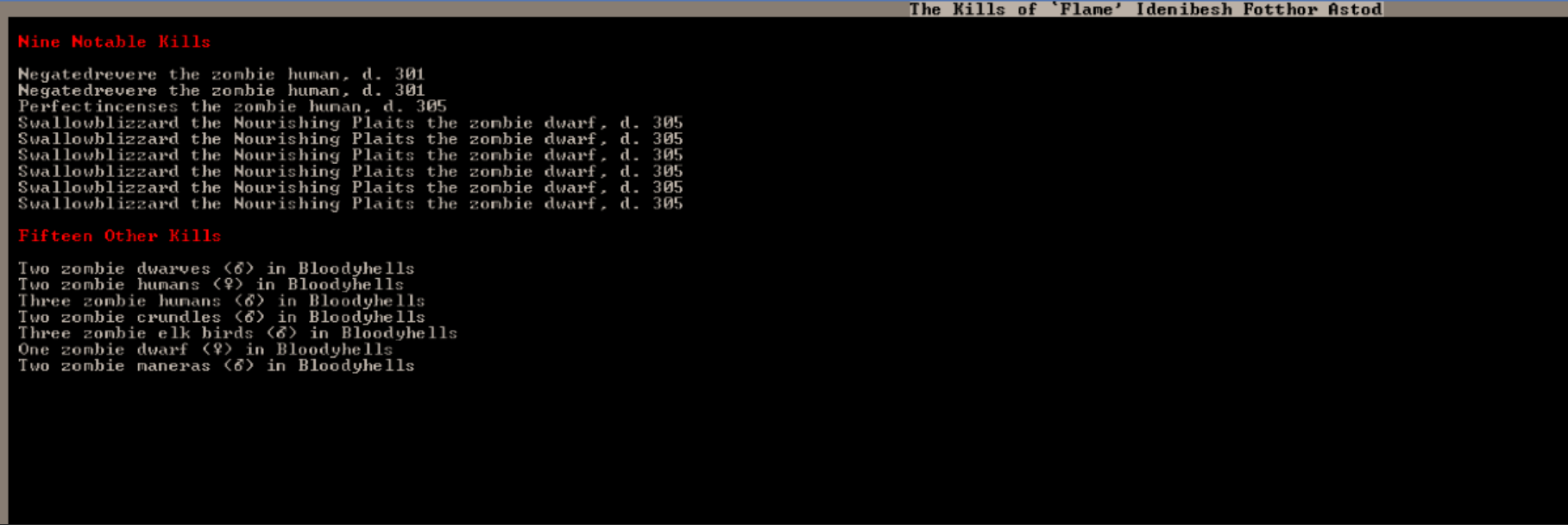
Migrants are not happening at all. I've gotten some socializing to happen. Can necromancers have babies? I don't see anything on the wiki about it.

In an attempt to get through the full year by Weds, I'm going to leave DF running today and set a timer to remind myself to check it. We might not get a lot interesting done, but at least things will be cleaned up for the next overseer, who hopefully has a faster computer.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **January 08, 2017, 02:35:43 pm**

Quote from: TheFlame52 on January 01, 2017, 03:52:08 pm  
I have a title. Can I see my kills?

Here you go!



Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **January 08, 2017, 03:33:45 pm**

Cool, that's a lot of zombie kills.

Quote from: Ghills on January 08, 2017, 02:00:37 pm  
I've been attempting to evaluate the fort security and efficiency. Hours trying to track all these stairways and gives me the confidence to say that I don't know if this Cthulian swiss-cheese hellscape can really be secured.

Sigged

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Lebo** on **January 08, 2017, 06:04:41 pm**

I am 90% sure the lever questioned is one I made for magma dumping.

Turned out though that no one wanted to dump there, instead there was some other magma dump spot. Fuck if I remember where it was though. I might have disabled it due to the easier access one.

Assuming that anyone ever got around to linking it up, of course.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **January 08, 2017, 07:15:12 pm**

Quote from: Lebo on January 08, 2017, 06:04:41 pm  
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Turned out though that no one wanted to dump there, instead there was some other magma dump spot. Fuck if I remember where it was though. I might have disabled it due to the easier access one.  
  
Assuming that anyone ever got around to linking it up, of course.

For future reference: Yes, that lever did get hooked up, and it does go to the dumping bridge. Dwarves will dump there if they're near it but do prefer the other one because it's much closer to the main fort at this point.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **January 08, 2017, 09:19:10 pm**

- \* Wonder how many outfit sets that results in?
- \* Hahaha, oh yes. Work AND dependents?

You'd have to be crazy to attempt, so you'll fit right in.



Hours are indeed lost upon just gazing on the maze of twisty passages.

\* Yay for leverless security upgrades! No matter how well you note things, the take will always be partial.

Other than notes, you can always check what a given building is linked to through dfhacks gui/mechanisms (default keybinding Ctrl-M).

\* I see the rain has finally stopped.

And in it's place, new life springs forth.

At least something in this place that isn't undead.

\* Shame about rutherer husk army.

Necromancer army...Is sterile.

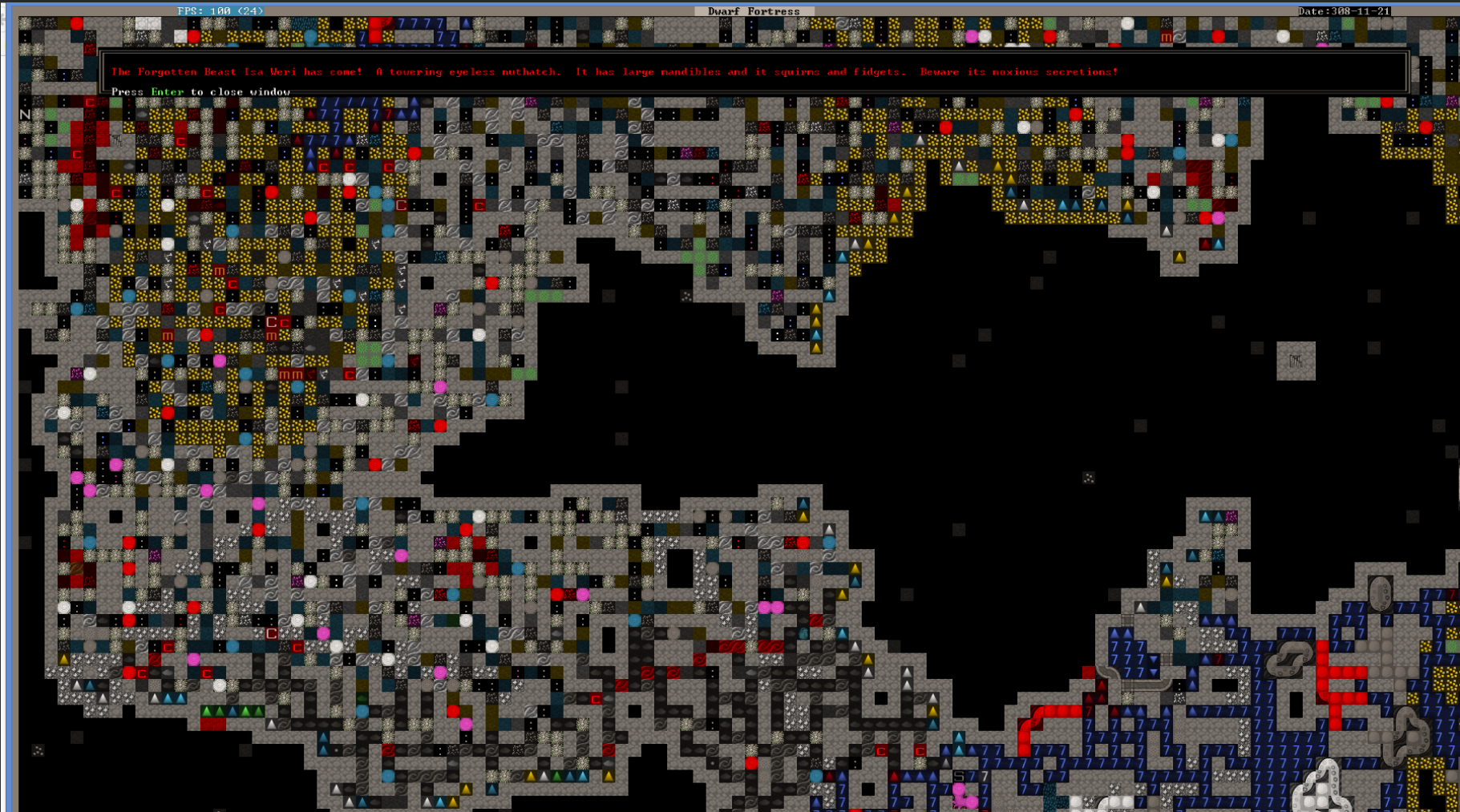
Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **January 08, 2017, 10:46:47 pm**

One more update today!

More potential holes in walls filled:



A forgotten beast arrived!



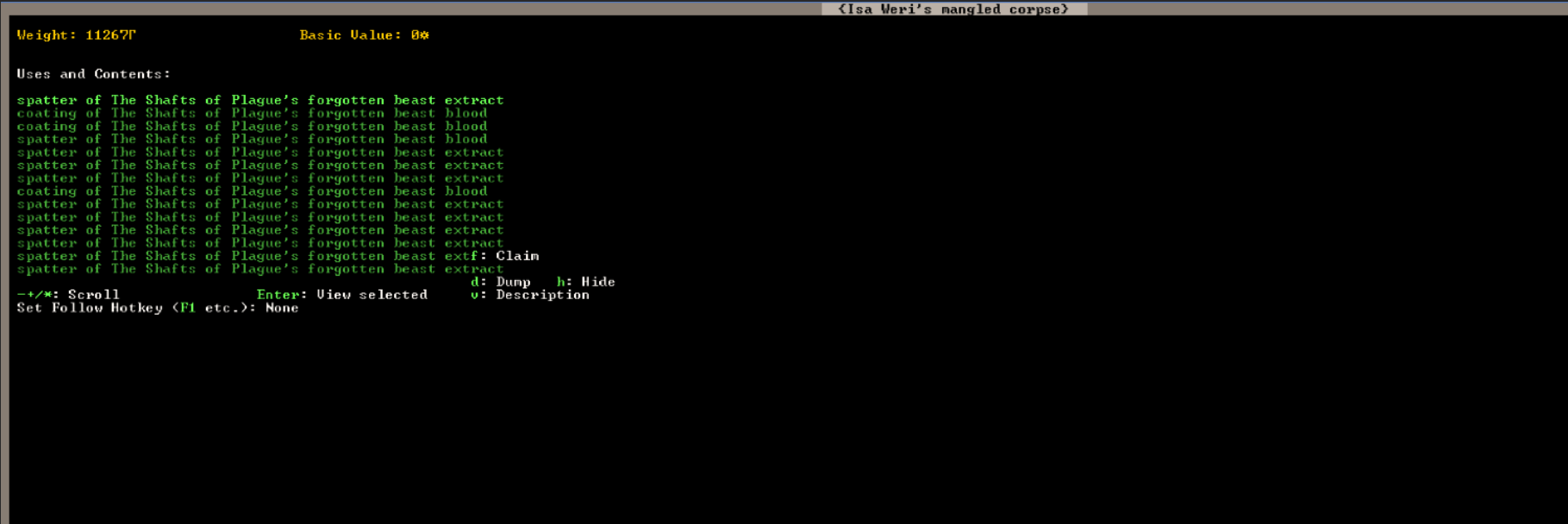
I was worried I would have to doublecheck all the cavern walls, but the locals took exception to the invasion.



Crundle right lower arm scratches the forgotten beast in the right wing, tearing the skin and bruising the muscle!  
The forgotten beast kicks crundle right lower arm in the right hand with its right foot and the injured part collapses!  
The forgotten beast bites Tacnu's corpse in the right upper leg, tearing the muscle!  
Tacnu's corpse bites the forgotten beast in the upper body, bruising the muscle!  
The forgotten beast kicks Tacnu's corpse in the lower body with its right foot, bruising the muscle and bruising the guts!  
Tacnu's corpse kicks the forgotten beast in the head with its left foot, bruising the fat!  
The forgotten beast bites Tacnu's corpse in the neck, tearing the muscle!  
Tacnu's corpse kicks the forgotten beast in the right lower leg with its left foot, bruising the muscle!  
The forgotten beast bites Tacnu's corpse in the left wing, tearing the muscle!  
Tacnu's corpse kicks the forgotten beast in the left lower leg with its right foot, bruising the muscle!  
The forgotten beast kicks Tacnu's corpse in the head with its left foot, bruising the muscle!  
Tacnu's corpse kicks the forgotten beast in the lower body with its right foot, bruising the muscle!  
The forgotten beast kicks Tacnu's corpse in the right lower leg with its left foot, bruising the muscle!  
Tacnu's corpse kicks the forgotten beast in the tail with its right foot, bruising the muscle!  
The forgotten beast kicks Tacnu's corpse in the right lower leg with its right foot, bruising the muscle!  
Tacnu's corpse kicks the forgotten beast in the upper body with its left foot, bruising the muscle and shattering the left false ribs!  
The forgotten beast bites Tacnu's corpse in the first toe, left foot and the severed part sails off in an arc!  
The forgotten beast bites Tacnu's corpse in the head, tearing the skin!  
Tacnu's corpse kicks the forgotten beast in the lower body with its right foot, bruising the muscle!  
Tacnu's corpse kicks the forgotten beast in the left lower leg with its right foot, bruising the fat!  
The forgotten beast kicks Tacnu's corpse in the lower body with its left foot, bruising the fat!  
Tacnu's corpse kicks the forgotten beast in the left foot with its right foot, bruising the fat!  
The forgotten beast bites Tacnu's corpse in the lower body, tearing the muscle!  
Tacnu's corpse kicks the forgotten beast in the lower body with its left foot, bruising the muscle and bruising the guts!  
The forgotten beast bites Tacnu's corpse in the left foot, tearing the muscle!  
Tacnu's corpse kicks the forgotten beast in the right foot with its right foot, bruising the muscle!  
The forgotten beast bites Tacnu's corpse in the right lower leg, tearing the muscle!  
Tacnu's corpse bites the forgotten beast in the neck, bruising the muscle!  
Tacnu's corpse latches on firmly!  
The forgotten beast bites Tacnu's corpse in the head, tearing the muscle!  
Tacnu's corpse kicks the forgotten beast in the left foot with its right foot, bruising the muscle!  
The forgotten beast bites Tacnu's corpse in the head, tearing the muscle!  
The forgotten beast kicks Tacnu's corpse in the left lower leg with its right foot, bruising the muscle!  
Tacnu's corpse kicks the forgotten beast in the right foot with its right foot, bruising the muscle!  
The forgotten beast bites Tacnu's corpse in the head, tearing the muscle!  
Tacnu's corpse kicks the forgotten beast in the left wing with its right foot, bruising the fat!  
The forgotten beast bites Tacnu's corpse in the first toe, right foot and the severed part sails off in an arc!  
Tacnu's corpse kicks the forgotten beast in the right foot with its right foot, bruising the fat!

Local undead critters  
take exception to the  
nuthatch invasion

Farewell Isa Weri, you squirming, secreting nuthatch. We hardly knew ye.



Spring finally came, and with it the possibility of trade! Well, trade remains merely a possibility. An elven caravan did show up, but:



They didn't even make it 10 steps away from the map edge. I feel pretty bad for the severely traumatized lone survivor.

I did start on a new entrance so we can bypass the previous depots in case anyone manages to clear the surface somehow.



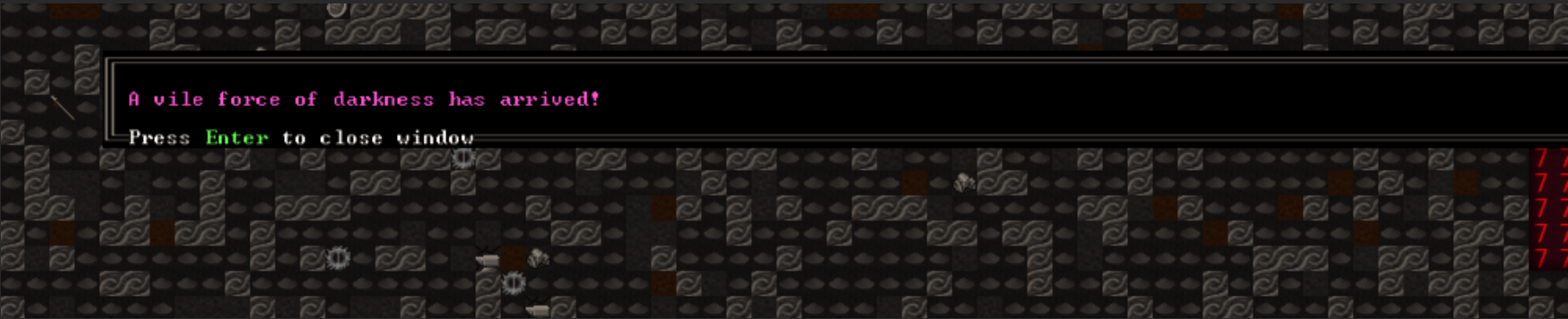
We have a cute little ghost!



I laid her to rest with a slab in the memorial room.

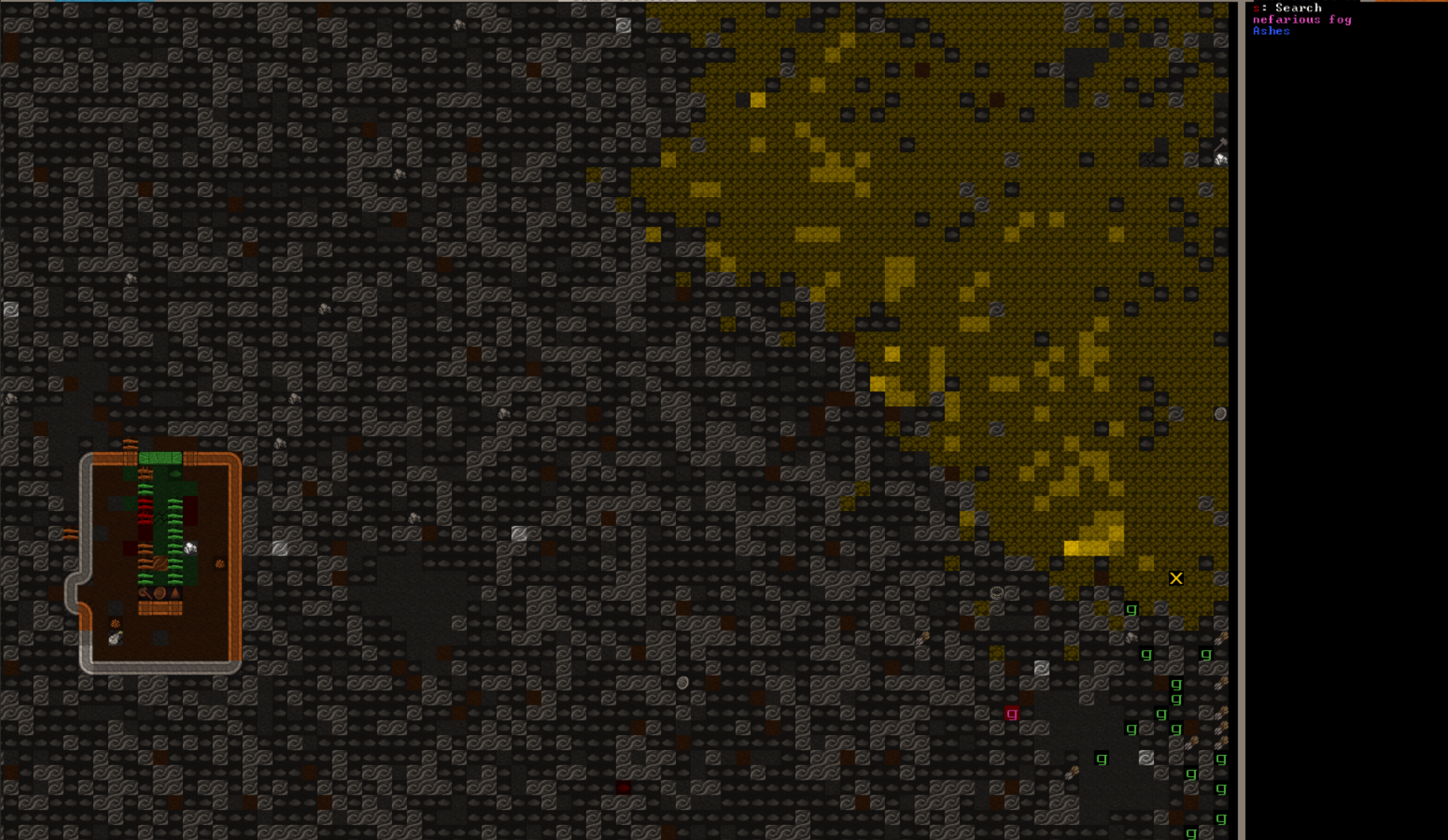


Last but not least:



Next time on Bloodyhells: Goblins vs Zombies! With a surprise twist:  
[Spoiler](#) (click to show/hide)





On one hand, yay for not being the husking fog! On the other hand, boo, I wanted the goblins to wipe out the undead. 🙄

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **January 08, 2017, 10:49:34 pm**

Quote from: Fleeting Frames on January 08, 2017, 09:19:10 pm

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\* Yay for leverless security upgrades! No matter how well you note things, the take will always be partial.

Other than notes, you can always check what a given building is linked to through dfhacks gui/mechanisms (default keybinding Ctrl-M).

\* I see the rain has finally stopped.

And in it's place, new life springs forth.

At least something in this place that isn't undead.

\* Shame about rutherer husk army.

Necromancer army...Is sterile.

Well, darn.

I don't have dependents atm (that was why I put and/or) which is why I actually took my turn, but I have been caretaking in the past and yeah, it really swallows up your time.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **January 09, 2017, 12:51:38 am**

❶ Yay security! And just in time!

And hm, since the undead aren't patching in...it is at least partially secure?

I bet they're killing the FPS, tho.

I don't know what nuthatch is, but I can't imagine syndromes being effective against those without circulatory system.

❷ Wait, a FB? Not a titan, but a FB? On the surface?

The fortress is more of a swiss cheese than I thought.

...I think there was that poison slug in the Sea of Malodours? Seems familiar, at least.

❸ Ghostly girl of the ring? Well, Sadako getting through walls is not much of a surprise.

❹ Pretty sure that is husking fog.

So much for the siege. Bye-bye, goblins!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **January 09, 2017, 06:34:41 pm**

So we're about to have a husked siege on the surface. Recommend we pop the clown car and revitalize the husk vs demon argument, while colonizing hell.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **January 10, 2017, 01:46:47 pm**

Quote from: Fleeting Frames on January 09, 2017, 12:51:38 am



● Yay security! And just in time!

And hm, since the undead aren't patching in...it is at least partially secure?

I bet they're killing the FPS, tho.

I don't know what nuthatch is, but I can't imagine syndromes being effective against those without circulatory system.

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The fortress is more of a swiss cheese than I thought.

...I think there was that poison slug in the Sea of Malodours? Seems familiar, at least.

● Ghostly girl of the ring? Well, Sadako getting through walls is not much of a surprise.

● Pretty sure that is husking fog.

So much for the siege. Bye-bye, goblins!

It was a titan on the surface, my bad.

The nuthatch FB looked like it was heading directly towards the fort? But the monsters in the caverns haven't pathed in. I suspect the difference is because the nuthatch is a bird and can fly, while the various corpses/monsters/things in the caverns seem to be mostly unFlying. So we're reasonably secure there but definitely keep an eye out for more flying enemies.

FPS continues to be horrible, but I think my attempts to wall places off (reducing pathing) and dump items has helped a tiny bit. May just be wishful thinking though.

My turn end tomorrows. I'm going to run the fort for as long as I can after work today and tomorrow, and we'll see how far we get. It's only 2 more seasons to go, so I may actually finish this year! I'll upload by Friday, however far I get.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **January 11, 2017, 04:53:59 am**

Quote from: Ghills on January 08, 2017, 10:46:47 pm  
Next time on Bloodyhells: ~~Goblins~~ Titan vs Zombies!

Fixed that for you :P

Quote from: Ghills on January 08, 2017, 10:46:47 pm  
I did start on a new entrance so we can bypass the previous depots in case anyone manages to clear the surface somehow.

Yet another path to the surface? Don't we have plenty of those already (*though they are floored over now*).

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **January 11, 2017, 11:28:52 am**

FORGET PREVIOUS POSTING, GAME CRASHED AND PROGRESS LOST. THESE ITEMS STILL APPLY:

Surprise! The fog was *not* the husking fog! The siege is now a few terrified goblins huddling on the edge of the map after seeing their fellow attackers choke to death from breathing.



Checking the guestlist to make sure there really are only 2 left, wait what?

Citizens (19)	Pets/Livestock (18)	Others (138)	Dead/Missing (2378)
Giant Osprey Corpse			Undead
Ngoso Nonuhosa, Goblin Crossbowman			Invader
Ago Stäsosttaxasm, Goblin Bowman			Invader
Giant Snail Corpse			Undead
Magma Crab			Wild Animal
Magma Crab			Wild Animal
Magma Crab			Wild Animal
Magma Crab			Wild Animal
Tunem Dutorulak Etruemtha, Savanna Titan			Uninvited Guest
Dasmir Erpika, Human Maceman			Guest / No Activity
Ino Ofocaccast's corpse			Undead
weasel corpse			Undead
goblin right hand			Undead (Caged)
Narena Ninofatha's mutilated corpse			Undead (Caged)
Histekathroc, donkey corpse			Undead (Caged)
donkey corpse			Undead (Caged)
wolf head skin			Undead (Caged)
donkey corpse			Undead
Odilgashud Galasthuin, Rat's corpse			Undead
Mud Man			Wild Animal
crundle mutilated corpse			Undead
hungry head corpse			Undead
crundle mutilated corpse			Undead
crundle mutilated corpse			Undead
ah's rotten neck			Undead
buck rabbit head			Undead
crundle mutilated corpse			Undead
crundle mutilated corpse			Undead
crundle right upper arm			Undead
crundle mutilated corpse			Undead
crundle corpse			Undead
crundle mutilated corpse			Undead
crundle mutilated corpse			Undead
crundle mutilated corpse			Undead
crundle mutilated corpse			Undead
crundle mutilated corpse			Undead
duck corpse			Undead (Caged)
donkey corpse			Undead
Oddomuläh's corpse			Undead (Caged)
donkey corpse			Undead
Ipoenade, Yavo Eninanelara's corpse			Undead
Xurot Umacoko, Human Pikeman			Guest / No Activity
manera second left hand			Undead (Caged)
Uxurusmo, Aspast Pewthasetnu's rotten corpse			Undead
Ahesimo, Lene Cuthabeiru's corpse			Undead
Alisuren's head skin			Undead (Caged)
blue peacock head skin			Undead (Caged)
Iangathrásh, rotten manera corpse			Undead (Caged)
giant cave swallow corpse			Undead
giant cave swallow corpse			Undead
Sákrithúshrir, Udil Rakustenshal's rotten corpse			Undead (Caged)
gorlak corpse			Undead (Caged)
giant cave swallow corpse			Undead
gorlak left lower arm			Undead (Caged)
giant cave swallow corpse			Undead
bull moose corpse			Undead (Caged)
giant cave swallow corpse			Undead
donkey corpse			Undead (Caged)
Madumwuspin, mule corpse			Undead (Caged)
inevičfa's rotten left upper arm			Undead (Caged)
giant cave swallow corpse			Undead
rutherer corpse			Undead
giant rat corpse			Undead
Kinā Arpundik's corpse			Undead (Caged)
donkey corpse			Undead (Caged)
Fikod Amithavuz's corpse			Undead (Caged)
Gembish's corpse			Undead
giant cave swallow corpse			Undead
giant cave toad head			Undead
reindeer bull corpse			Undead (Caged)
elk bird corpse			Undead (Caged)
elk bird corpse			Undead (Caged)
Bill Mohusdether Tarolenaspecut, Goblin Maceman nefarious fog husk			Opposed to life
billy goat corpse			Undead (Caged)
u: Hiau Unit    g: Go to Unit    h: Go to Bld    m: Manager    v: Rescue Hovkon			

We have 2 humans stuck in the fort?

Yup, there's #1.



Rescue operation 1 is a go.





And here's #2. No rescue for you this year, sorry buddy. A good task for someone else with a full year to play with, maybe?

Well, this one is hosed. No rescue for him this year.

Xugot Umacoko, Human Pikeman 2  
"Xugot Botherpads"  
?  
No Activity  
Warrior  
You can learn more about this visitor after they chat with a local.

g:Gen i:Inv p:Prf w:Wnd z:St  
ESC: Done f: Follow  
H:0/0/0/2/0/4/13

Oh, and we have querns now.





Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **January 11, 2017, 11:32:59 am**

Quote from: Zuglarkun on January 11, 2017, 04:53:59 am

Quote from: Ghills on January 08, 2017, 10:46:47 pm

I did start on a new entrance so we can bypass the previous depots in case anyone manages to clear the surface somehow.

Yet another path to the surface? Don't we have plenty of those already (*though they are floored over now*).

Yeah, I know. But the current entrances are such a mess, cleaning them up is probably a longer term project and being able to bypass them is probably good.

We still do need to do something about the surface undwellers before we can get trade and migration, but an accessible entrance is a start.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **January 11, 2017, 12:17:59 pm**

Quote from: Ghills on January 08, 2017, 10:46:47 pm

Yeah, I know. But the current entrances are such a mess, cleaning them up is probably a longer term project and being able to bypass them is probably good.

We still do need to do something about the surface undwellers before we can get trade and migration, but an accessible entrance is a start.

Yeah, I suspected as much. I set my eyes on the mess during my turn and I was like *"NOPE, not touching that"* :P Much easier to do your own thing than to clean up someone else's mess. Perhaps you can look into retaking the old trade depot if you have time left (*I suspect not*). Build some cage traps then deconstruct the bridge so that the zombies within can get caged when they wander out. That way most of the inner fort should be free of zombies.

Quite frankly, I admire your good intentions for attempting to free those trapped visitors, but those visitors that were trapped for so long will just attempt to flee the map once they are free, joining the undead mob on the surface. It will not end well unless they have a safe path to escape from.

Also wait what? The goblins choked on the acrid slime? (*Or was it something other than the acrid slime and nefarious fog?*) I thought that only gave negligible symptoms. I had ~~dwarves~~ necromancers get coated from head to toe in it with nary a scratch. Granted, they had access to a working well to clean themselves with. But still, I thought the south end of the map was relatively non-deadly.

Take this advice, only way to scour the surface of the living dead is magma. You let em linger and its only going to get worse. This is the reason we have a magma pump stack that reaches to the surface. Levers for its operation are near the stack itself, above the magma sea level. Do this asap if you want traders/ visitors to come though i suspect autumn trading is out of the question at this point.

I don't suppose you have a way of trapping/ capturing/ entombing the web titan? Would be useful to weaponize so we can trap stuff. Also can we have screenshots of *Tunem Dutorulak Etruemtha* the savanna titan before you flood the surface with magma?

One more thing, our human guest *Dasmir* is a new arrival methinks. If he can get all the way there then there must be some other breach in the west part that we are unaware of from the surface. If not some other route from the main entrance. In any case, I would advise walling up that tunnel after you let him in so you have less to worry about.

Are Andreus and Silverlock still alive? Keep them away from the surface/ danger at all costs. They need to be alive else we will have no one to run the tavern.

Doing a good job there, just a little more Ghills! I eagerly await your next update!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **January 11, 2017, 12:38:22 pm**

- Not husking fog?
- Okay then. Byebye, goblins.
- The one you rescued may die a grisly death.
- Better for us, though.
- How is that pikeman still alive?
- I suppose querns are necessary for paper.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **January 12, 2017, 12:53:16 pm**

The human pikeman Xugot Unacoko isn't so much trapped as he is imprisoned for being a vampire and draining one of the few living dwarfs to death in that little double-flooded bolt-hole fort. Carelessness during the flooding emergency let him get out of his cell already but fortune kept him on the right side of the walls.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **January 12, 2017, 06:10:54 pm**

...We all could have been vampire necromancers if we'd juiced the guy in a well before letting anyone read the book.

The elves could still be made to drink from the well actually

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **January 13, 2017, 12:43:26 am**

Quote from: Eric Blank on January 12, 2017, 06:10:54 pm

...We all could have been vampire necromancers if we'd juiced the guy in a well before letting anyone read the book.

The elves could still be made to drink from the well actually

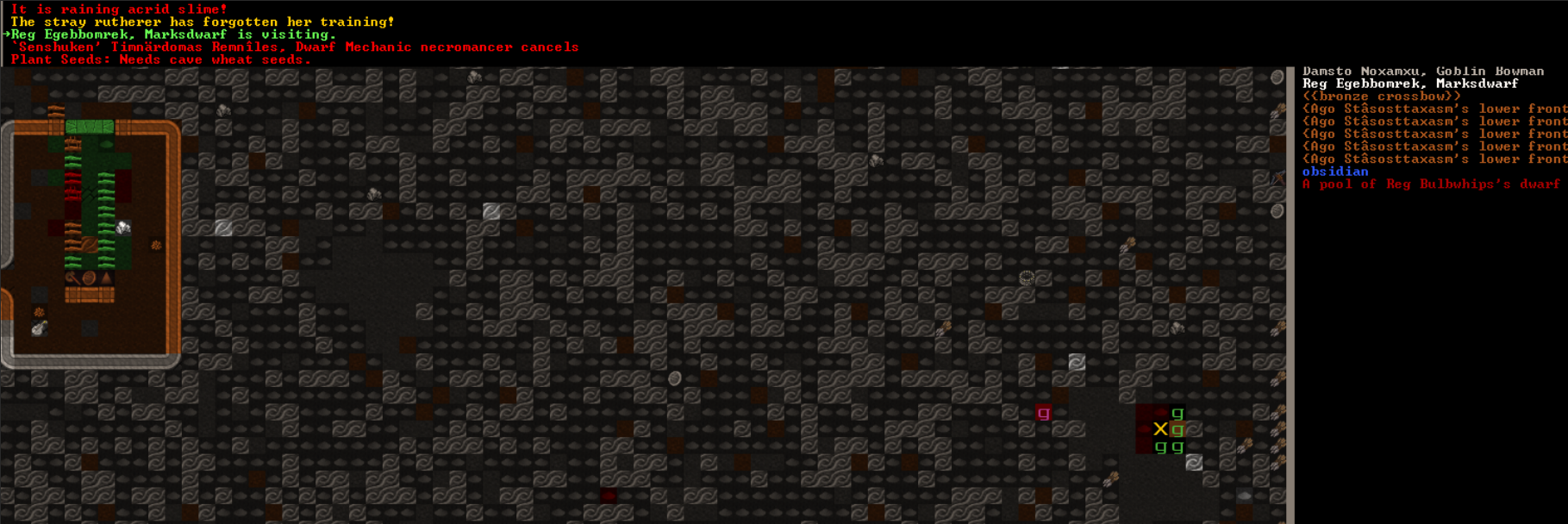
For some reason, I can't seem to get the idea of a vampire hippy walking up to a tree and sucking it of sap ...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **January 14, 2017, 11:34:58 am**

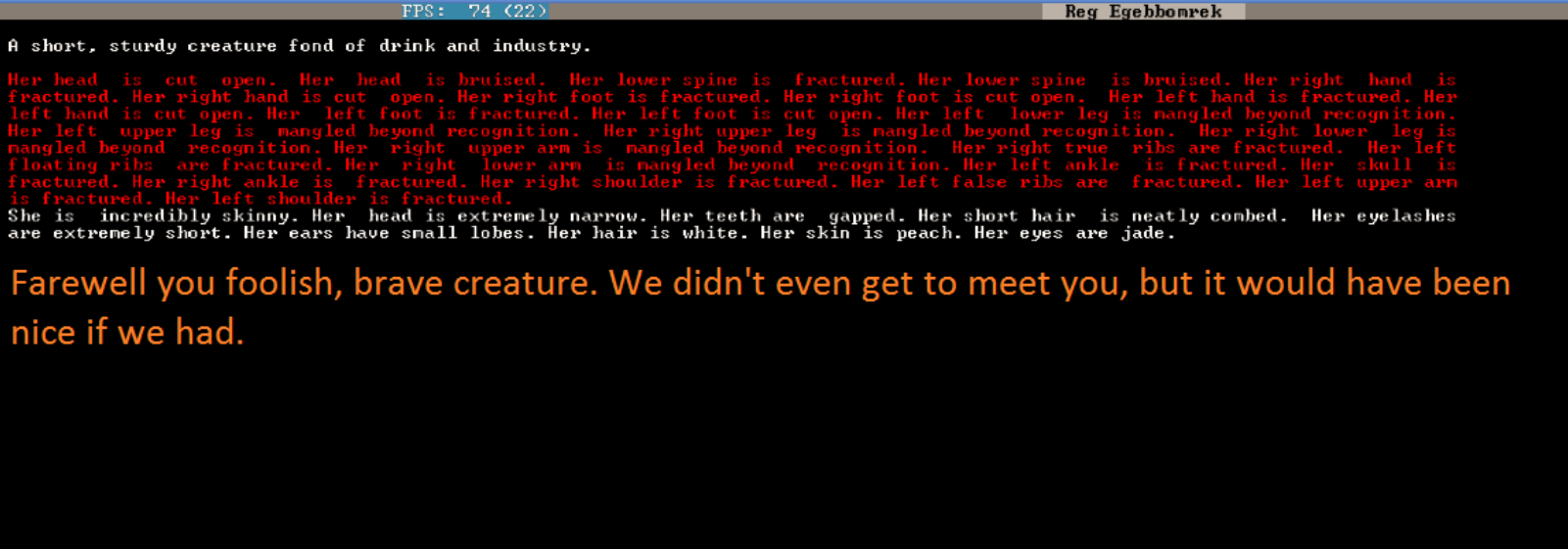
Sorry for the delay - thought I had a cold, turned out to be a sinus infection, I've spent most of the past 2 days in bed. Final post and save will be up later today.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **January 15, 2017, 12:00:30 am**

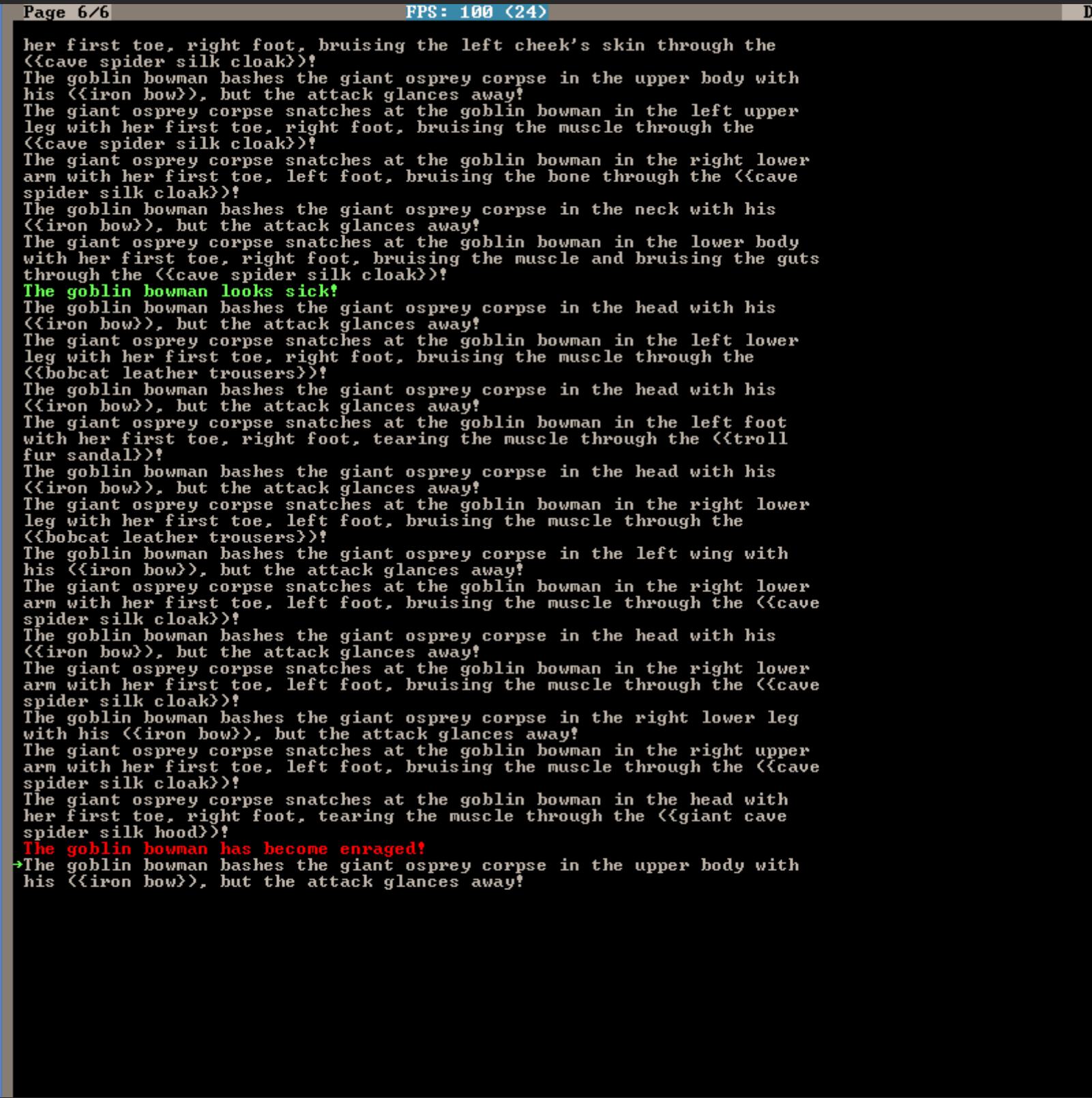
We got a visitor! We got a visitor! Hurr-oh.



Farewell, you crazy badass dwarf. It wasn't your fault you landed right on top of a goblin siege, although I do have to wonder what you thought the outcome of visiting this fort would be.



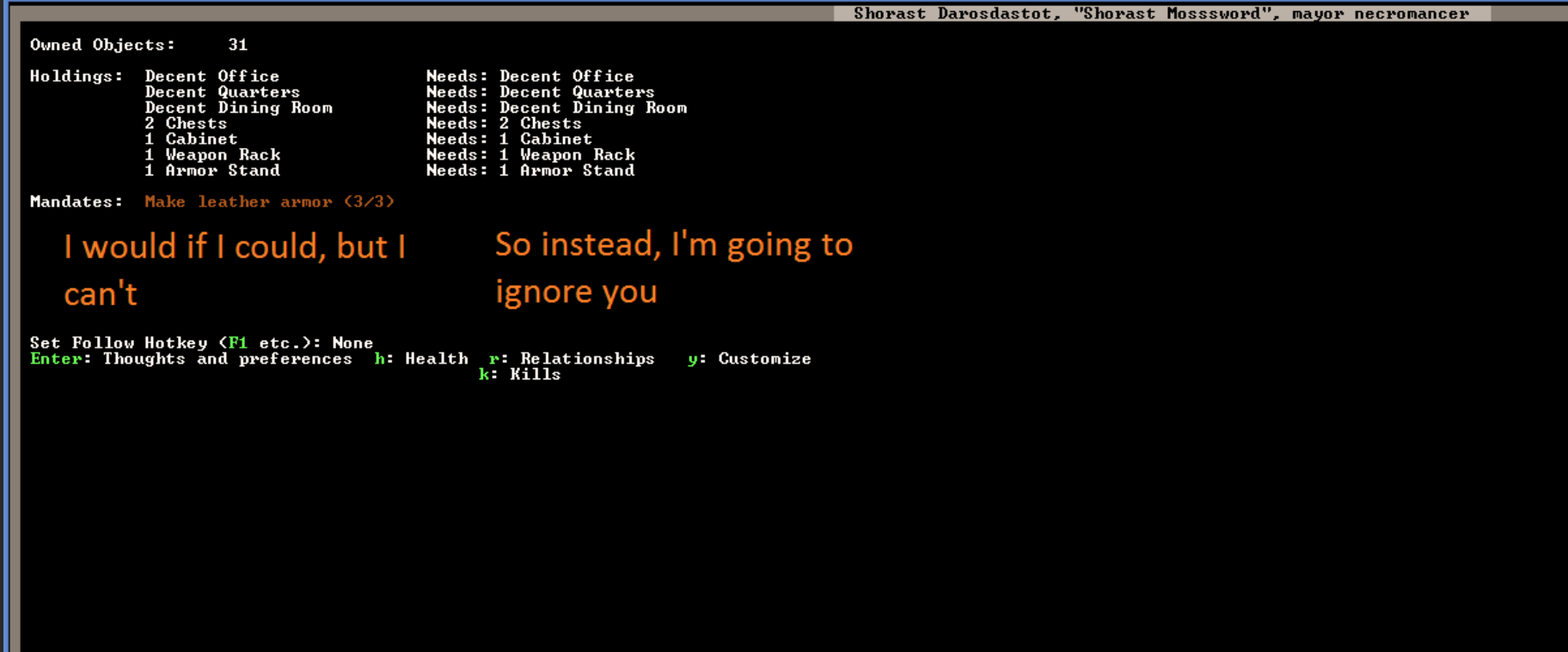
Flush with success, the goblins decide to take on the giant undead osprey. It goes badly for them. The siege is lifted and Reg Bulbwhips is revenged!



After a more thorough investigation, I find that the staircase the human maceman is trapped on leads up to the dirt levels. Not to an exit, but somewhere up there. Digging is stopped to prevent the chance of someone wandering up to places they really shouldn't.

The recently re-elected mayor has decided he wants some leather armor. Unfortunately, we have absolutely no leather.





The past year hasn't turned out too badly. Quite a lot of garbage got dumped. The smooth-everything-we-can-reach initiative means that reachable fort territory is more visually distinct now. Rescuing a trapped visitor was deemed too risky, but we got some gems out of the preliminary digging so that was alright. A siege came and went without anyone in the fort noticing.

Our fort continues to be a trap for the unwary, having killed or scared off every surface visitor.

The new hospital zone is coming along nicely. It needs tables and some more gypsum powder, but at least now our undead inhabitants don't need to trek upstairs for basic medical care. A well is in progress over the artificial pond, hopefully that will be done before autumn.



Now all we need to do is get them to actually use it. The dwarves have a variety of old injuries that need treatment.

Several of the dwarves are unhappy after not eating or acquiring things recently. I'm launching an rock crafting campaign to ameliorate that, but getting them to eat might be trickier. We have prepared meals, but they don't seem to be eating much.

Figuring out some way to get everyone to bathe would be great. We do have that pool near the top of the rock levels. I was focused on the lower levels and didn't try to set up bathing there, but it might be the best place for it.

Security is improved, although it looks like there are still issues relating to the water pumping system. The way the nuthatch FB made a beeline for the fort makes me suspect that there's some opening flying beasts can use that grounded ones can't.

Save: <http://dff.d.bay12games.com/file.php?id=12657>

I believe I'm next up. Downloading ...

EDIT: What version is the save on before I load it up? 42.06?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **January 15, 2017, 01:05:55 pm**

Quote from: NCommander on January 15, 2017, 03:22:36 am

I believe I'm next up. Downloading ...

EDIT: What version is the save on before I load it up? 42.06?

Yup!

If you look at the DFFD page, that always has the DF version on the right hand side.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **January 15, 2017, 02:26:26 pm**

I don't know where the nuthatch was trying to get to but there is at least one issue with caverns security. On level 45 the old abandoned/partially-flooded spiral ramp is open to the caverns one z-level above the cavern floor. The spiral ramp goes down to the irrigation pump on level 29 just SW of the plots where there is an unlocked door that leads back up accessing the spiral ramp on level 41 and bypassing the remaining flooding to give unrestricted climber/ flyer fort access.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **January 15, 2017, 02:37:49 pm**

- That's unfortunate timing for a visitor...make that very unfortunate.

At first, I thought they picked a fight with a goblin visitor due being at war with the civ. Then I saw the other goblins.

Haunt on, Reg Egebbomrek.

- As for the mayor, no livestock I take it? Butchering should be doable under ocean. Though there shouldn't be anyone to punish for failing the mandate, I think.

- Roomy hospital. I take it you planned to install some safeties in case of unruly patients?

Though yeah, old injuries may not get retreated - never treated, if it is something like broken toe.

Some soap would be nice as well, if you desire bathings. Probably would have to be rock nut soap, granted.

- Necromancers don't eat. Not a big deal, if you have spare happiness. Guessing that's in short supply, however.

- Didn't expect NCommander to be active; good luck!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **January 15, 2017, 06:36:36 pm**

I just looked at the save, and my eyes went cross-eyed.

We've got a giant slab of obsidian going across the edge of the map, a three-ring undead circus complete with two insane necromancer ringmasters, and 19 dwarfs. This place doesn't look so much like a fortress but an impact crater ...

I need to find some mental fortitude and then I'll play out the remainder of Ghills turn, then my own.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **January 15, 2017, 09:23:42 pm**

Quote from: NCommander on January 15, 2017, 06:36:36 pm

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I need to find some mental fortitude and then I'll play out the remainder of Ghills turn, then my own.

Yeah, that was basically my reaction.

Also, there isn't any of my turn left, I thought. I got the file in autumn 308, I passed it on in autumn 309.

Did I upload the wrong save file? That would be stupid but totally in keeping with this past week.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **January 15, 2017, 10:04:44 pm**

Hold on. Shouldn't that be *four*-ring undead circus? What's with the three caverns and surface?

Or did Ghills make magma and water sea kiss again?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **January 15, 2017, 10:05:58 pm**

Quote from: Ghills on January 15, 2017, 09:23:42 pm

Quote from: NCommander on January 15, 2017, 06:36:36 pm

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Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Ghills** on **January 15, 2017, 10:17:47 pm**

Quote from: NCommander on January 15, 2017, 10:05:58 pm

Quote from: Ghills on January 15, 2017, 09:23:42 pm

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Usually with most community games, if you don't get the save starting at Spring, you can play to the following spring then a full year keeping it spring to spring.

Ah, OK. Well, I just played a year.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **January 16, 2017, 04:49:11 am**

*This is a well-crafted codex entitled the 'Ledgers of Bloodyhells' authored by 'NCommander' Cilobfikod. The writing is filled with madness.*  
---

My ledgers must be kept up to date, even in a place where cavnarns only come to meet their fate.

FPS: 99 <35>		Dwarf Fortress	
Citizens <19>		Pets/Livestock <17>	Others <142> Dead/Missing <2384>
'Zuglarkun' Rigothusân, bookkeeper necromancer		Plant Seeds	
'Flame' Idenibesh Fotthor Astod, chief medcl dwrf ncrmncr		No Job	
'Puzzlebark' âdolkel, Dwarf Miner necromancer		Detail Wall	
'Krashmaster' Noramedem, Dwarf Miner necromancer		Meditate on Jewels	
'Spriggans' Alâthubbul, Dwarf Carpenter necromancer		Pickup Equipment	
Goden Kulettaran, Dwarf Engraver necromancer		Detail Wall	
'Twinwolf' Becoralâth Elbelokir, Dwarf Craftsdwrf ncrmncr		Weave Thread into Cloth/R	
'Evaris' Lisatakrul, Dwarf Clothier necromancer		Weave Yarn into Cloth <Dyed Only>	
'Lebo' Bomrektaran, Dwarf Glassmaker necromancer		Make cloth cloak/R	
'Ryukan' Fikodestil, Dwarf Fisherdwarf necromancer		Process Plants/R	
'Senshuken' Timnârdomas Remnîles, Dwarf Mechanic ncrmncr		Process Plants/R	
Erib Rovodunib, manager necromancer		Socialize	
'NCommander' Cilobfikod Manthuldumatrithlut, brkr ncrmncr		Discuss Adhesives!	
'Andreus' Ihadkib, Endlessly Resurrected		Discuss Adhesives!	
'Spish' Zулbankashez Enshal Zas, militia commandr ncrmncr		Detail Wall	
'Silverlock' Besmartilesh, Tavern Keeper		Plant Seeds	
Shorast Darosdastot, mayor necromancer		No Job	
'Deus Asmoth' Ustuthigath, Declaimer necromancer		Meditate on Death!	
'Arthropleura' Uabôkulzest, "Elf" Dancer necromancer		Plant Seeds	

Nineteen alive, Two thousand thirty eight below. I write the ledgers to keep my mind off things. All of us can feel it in our bones, that sense of dread that permeates the air.

'NCommander' Cilobfikod Manthuldumatrithlut, broker

"'NCommander' Roofglaze the Deviant Roughness-Waxes'

Creator of Shuthrazronstiz, ð

Discuss Adhesives!

Dabbling Armor User

Dabbling Thrower

Dabbling Discipline

Legendary Observer

Legendary Fighter

Dabbling Archer

Competent Wrestler <Rusty>

Dabbling Biter

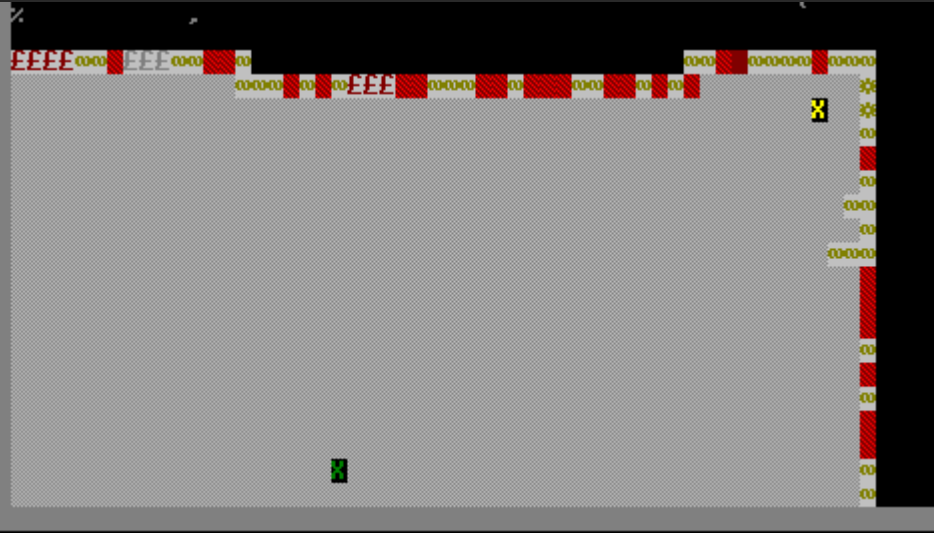
Dabbling Striker

Dabbling Kicker

c: Combat b: Labor m: Misc

Enter: View Activity

It is stench of death only those who have transcended mortatity can truly understand that pre-emptively occupies our thoughts. We feel the calling in our minds and even with obsidian above, we fear the nothingness below.



As fall arrives, we all hear the tock of the eternal clock, knowing each tick is but a swing of the pick from a fierce reprise.



Hamlet Nashonshash, "Bloodyhells"FPS: 71 <23>1st Limestone, 309, Early Autumn

AnimalsKitchenStoneStocksHealthJustice

Created Wealth:1748255\*Weapons:103280\*Armor and Garb:481816\*Furniture:114665\*Other Objects:358354\*Architecture:169764\*Displayed:112233\*Held/Worn:408143\*

Imported Wealth:369960\*

Exported Wealth:5\*

Food Stores:2204MeatNoneSeeds382FishNoneDrink906Plant374Other542

Miners4Woodworkers1Stoneworkers1RangersNoneMetalsmithsNoneJewelers3Craftsdwarves7Nobles/AdminsNonePeasantsNoneDwarven ChildrnNoneFishery Workers1FarmersNoneEngineers2Trained AnimalsNoneOther Animals17

AxedwarvesNoneAxe LordsNoneSwordsdwarvesNoneSwordmastersNoneMacedwarvesNoneMace LordsNoneHammerdwarvesNoneHammer LordsNoneSpeardwarvesNoneSpearmastersNoneMarksdwarvesNoneElite MrksdwrsNoneWrestlersNoneElite WrestlersNoneRecruit/OthersNone

We must wash away the taint, less we all become faint.

Tick, tick, tick ...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **January 16, 2017, 08:36:12 am**

\* The impact crater in the ground is impressive, in a sense.

The stored army lurks below.

\* That exported wealth 5☼ is really lonely.

Ah well. Good luck with washing. Hope the place won't get dirtier, half our population get husked or FPS plummet to 2.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **January 17, 2017, 05:09:44 am**

A combination of sickness and lack of creativity has stimed the next update. I'll try and crank it out tomorrow.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Imic** on **January 17, 2017, 12:28:11 pm**

Could I be redorfd as Imic III?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **January 17, 2017, 07:56:46 pm**

You might be able to attract migrants by shutting down the tavern and killing all the visitors (not the trapped pikeman though, she's a vampire and she must be kept alive for science). From what I've noticed, having too many visitors hogging space can prevent migrants from showing up.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **January 18, 2017, 06:51:39 am**

Can't confirm that, myself, but haven't exactly tested much in that sense. Sure it wasn't trouble at home?

'cuz, if killing visitors without getting migrants we'll have no way to get new citizens, what's with necros not breeding.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **January 18, 2017, 08:03:28 am**

I think the problem is simply too many units on the map. After you get to several thousand dead units on the entities list, it prevents new ones from entering the map. I've got the save open but haven't played enough to get an update. Really not feeling creative juices here, but I'm seeing what I can do from a DFHack perspective to get performance out of the toilet.

EDIT: Ok, I've got the unit list cleared out. That should get us migrants again. Right now I'm trying to figure out the best way to dump the magma pumpstack down the center staircase in attempt to clean out all the crap in the fort.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **January 18, 2017, 09:57:03 am**

I see. Good luck, and I shouldn't be so surprised to hear that from you :P

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **January 18, 2017, 06:53:09 pm**

You cleared our trophy list? (nooo)  
Is the human pikeman vampire still there? That's the only vampire we've gotten in 10 years, so it's probably the only one we're ever gonna see.

And no, I'm pretty sure it's just the visitors. When I was looking for a location for the fortress, I played around with a tiny, 25ish dwarf fortress, and once the visitor numbers got past a certain point I stopped getting migrants completely. Shut down the tavern, killed most of the visitors and the migrants started coming almost immediately.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **January 18, 2017, 07:55:36 pm**

Hm, well, it should be unrelated, but I know at least one case where getting stealth merchants to leave brought migrants back, for instance.

Now, 100+ visitors is a bit too much for FPS in any case, but for what's it's worth, checking one of my with decent amount of visitors (21) it still gets migrants. What number would you say the certain point was certainly below of? I'd like to run a test fort myself for peer review.

(Sorry for asking several times - I'm more concerned than usual due my own plans for visitor-relating forts :v)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **January 18, 2017, 08:38:10 pm**

Dunno, it was probably somewhere around two or three times as many visitors as there were dwarves in the fortress.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **January 19, 2017, 07:38:45 pm**

....666 visitors?

At that point, I'd kill them myself, migrants or no migrants.

Still, noting it up for test sometime.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **January 19, 2017, 11:36:34 pm**

Honestly, I think I'm going to pass my turn. I haven't had motivation to play, and with the low FPS having trouble working up a damn. If the next player wants it now, feel free to take it. I can post the starting save with the migrants fixed though.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Senshuken** on **January 20, 2017, 10:21:00 am**

I've just caught up after I stopped reading for a while. Honestly amused that this version of Senshuken is still around... and kind of pissed at being one up'ed by the spirits earlier on.

As for plans... is trying to purge the massive horde of undead below us by pouring lava down there an option?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **January 22, 2017, 02:07:06 am**

Looks like we might be running out of players sooner than expected. I opened the map in DF43.05 to see if it worked. It did, but... uh... 4 FPS. That doesn't bode well.

Gonna hold off on PMing the Master until I see if there's anything that can be done about it.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **January 22, 2017, 04:22:16 pm**

Quote from: Spish on January 22, 2017, 02:07:06 am

Looks like we might be running out of players sooner than expected. I opened the map in DF43.05 to see if it worked. It did, but... uh... 4 FPS. That doesn't bode well.

Gonna hold off on PMing the Master until I see if there's anything that can be done about it.

I'm sick as hell, so I'm formley passing my turn; and I'm not enjoying playing it. I can probably DFHack it back into usability, but my success rate at fortress resurrection is pretty low. Deleting all the units and running the fix-heat stabilization patch might help somewhat. I'm somewhat disappointed I still haven't managed to take a turn in one of these trainwrecks, but its not worth the time to do sometime you won't enjoy or benefit from.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **January 24, 2017, 08:25:32 am**

@NCommander: uploading whatever you did with fixing migration doesn't hurt, I suppose - hope it was kept in 42.06, though?

Quote from: Spish on January 22, 2017, 02:07:06 am

Looks like we might be running out of players sooner than expected.

I considered claiming the save when NCommander posted, as I expect The Master to not come back after 6 months and Imic to be busy, but I got stomach flu and had to deal with concurrent three birthdays right after. It's Battlefailed, I suppose.

On the "more players" side, Imic managed to give up their turn in their own succession due save corruption, so they might be ready to play.

And 4 FPS, yeesh. That's lower than I've ever seen barring FPS draining bugs like pet-locked passable doors.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **NCommander** on **January 26, 2017, 12:36:56 am**

Quote from: Fleeting Frames on January 24, 2017, 08:25:32 am

@NCommander: uploading whatever you did with fixing migration doesn't hurt, I suppose - hope it was kept in 42.06, though?

Quote from: Spish on January 22, 2017, 02:07:06 am

Looks like we might be running out of players sooner than expected.

I considered claiming the save when NCommander posted, as I expect The Master to not come back after 6 months and Imic to be busy, but I got stomach flu and had to deal with concurrent three birthdays right after. It's Battlefailed, I suppose.

On the "more players" side, Imic managed to give up their turn in their own succession due save corruption, so they might be ready to play.

And 4 FPS, yeesh. That's lower than I've ever seen barring FPS draining bugs like pet-locked passable doors.

I can post the start save with the migrants fixed, though I never got far enough to know if it actually worked but 3k was (IMHO) the limit as high as it could go before the mountainhomes decided too much shit was dead.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **January 26, 2017, 12:39:33 am**

Yeah, yeah. You do that.

Meanwhile, I'm PMing Imic; I know they've been on forums, so...

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Imic** on **January 26, 2017, 02:10:31 am**

HAHAHAHAHA!!!  
HERE I COME!  
I have no diea what's going on in the fort right now.  
LET'S GO!!!

I got it.  
[Spoiler \(click to show/hide\)](#)



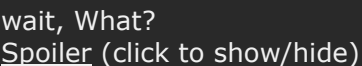
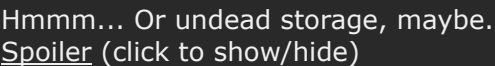
Oh. My god.  
What have you monsters created.

I am dorfing myself, by the way.  
[Spoiler \(click to show/hide\)](#)



My old dugout is still there. I'm making it a farm now.  
[Spoiler \(click to show/hide\)](#)











9-10 FPS, when running on default 85x25 small terminal.

I don't think there's anything more I can do....

...Wait a sec.

**Others <17>**  
*Just caged ones, these 17*

\*runs reveal hell\*

**Others <213>**

Meep.

```
Quote
[DFHack]# exterminate Undead
slain 190 undeads
[DFHack]# exterminate CAVE_FLOATER
slain 2 CAVE_FLOATER
[DFHack]# unreveal
```

10-11 FPS, after that.

One last trick, then.

\*retires\*

\*unretires\*

Wow, the two-week embark period is slow - something like 3 seconds per day.

210 FPS!

In conclusion: WTF what the bloody hell ate the FPS?

I was getting 50 FPS on an earlier variant of the fort without removing all or almost all pathing, temperature, weather, fluids, creatures, jobs and items.

In any case, I blame this bug (<http://www.bay12forums.com/smf/index.php?topic=160491>)

Bit late here atm. But I certainly shall welcome the toxic green overlords!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **January 29, 2017, 09:31:33 pm**

So it's fixable? That's quite the relief.

Edit: Yeah, after a reclaim the fortress is actually playable now.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **January 30, 2017, 06:42:47 pm**

Mayor Shorast Darosdastot sighs  
~~She felt **lonely** after being away from friends for too long.~~

She came to Bloodyhells to make friends, to find love, to lead a fun and slow-going life. The Garlic o' Vipers sounded like an ideal place to master the art of telling naughty and beautiful limerics

**Great Poet <Rusty>**

Now?

'Well, I certainly am slow-going, here.'

**FPS: 100 <29>**dastot, "Shorast Mosssword", mayor necromancer  
distracted during conversations, when she's bored. She needs alcohol to get through the working day and can't even remember the last time she had some.

Mayor, ♀  
**Remove Construction**

'Am I having fun, though? '

Rith Borlonsibrek, Poet	<b>Master</b>
Jonic Innahucaf, Goblin Poet	Friend
'Eric Blank', Immortal Poet	Friend
Ubbul Domasil, Goblin Bard	Friend
Yarare Caracaecanó, Elf Poet	Friend
Os Cerolartob, Bard	Friend
Kunod Motheccreme	Friend

...

**His upper body is gone.**

"Better not think about the no longer living." she mutters and shouts "Hey, Paddleroast! Get over here and pop a hole. Lets crush some undead."

To understand the above events, lets go back a bit:

"Alright! I'm going to serve this fortress well!" declares Imic Udilgeshud, and promptly drops into a well.

  
**Imic' Udilgeshud Golastbufut Ral's corpse**  
♀

Needless to say, some whispered that the fortress was cursed, that the weight of Aluonra itself decided to strike them down at the very moment they tried to steer it.  
Shorast naturally realized where this was going, and futilely tried to avert it's course.

"Hey, can I trust you to provide lady a roof, NCommander Roofglaze? "

"Oh no, I couldn't do that. My room's a mess and it is not like I have a close lady." deflects Cilobfikod.

"Oh, you wound me! But you wouldn't need to worry about that, Roofie; With your skill with pick and strong muscles, you can carve a new room every day! Mayoral approval. So how about some *qui pro quo*?"

"I-"

The outpost liaison Kûbuk Dastotîlun from Suvaszan has arrived.  
A caravan from Suvaszan has arrived.  
Their wagons have bypassed your inaccessible site.

"-must go. My fortress needs me."

Fuming, Shorust looks around.

Spoiler: In the end, it was a moot point (click to show/hide)

Horse corpse attacks the outpost liaison but She jumps away!  
Horse corpse charges at the outpost liaison!  
Horse corpse collides with the outpost liaison!  
The outpost liaison is knocked over and tumbles backward!  
Horse corpse misses the outpost liaison!  
Horse corpse kicks the outpost liaison in the right foot with her left rear hoof, bruising the fat through the <<moose leather shoe>>!  
Kûbuk Dastotîlun, outpost liaison: Help! Save me!  
Horse corpse kicks the outpost liaison in the right lower arm with her right front hoof, bruising the fat through the <<llama wool cloak>>!  
Horse corpse kicks the outpost liaison in the left hand with her right rear hoof, bruising the fat through the <<pig tail left mitten>>!  
Horse corpse kicks the outpost liaison in the left hand with her left front hoof, bruising the fat through the <<pig tail left mitten>>!  
Horse corpse kicks the outpost liaison in the left lower leg with her left rear hoof, bruising the fat through the <<pig tail robe>>!  
Goblin corpse punches the outpost liaison in the right upper arm with her left hand, bruising the muscle through the <<llama wool cloak>>!  
Goblin corpse punches the outpost liaison in the right lower leg with her left hand, bruising the fat through the <<pig tail robe>>!  
Horse corpse attacks the outpost liaison but She scrambles away!  
Goblin corpse kicks the outpost liaison in the third finger, right hand with her right foot and the injured part explodes into gore!  
The outpost liaison gives in to pain.  
Horse corpse kicks the outpost liaison in the head with her right rear hoof and the injured part explodes into gore!  
An artery has been opened by the attack!

The outpost liaison arrived too far from the caravan guards, who were blocked from helping by merchants.  
Only once the merchants made to flee did they get to show their prowess, but by then it was too late.



Impressive, but futile prowess.



All hail the Savanna Titan Bone Surgeon

The savanna titan strikes the macedwarf in the upper body with its <<grown apple wood splint>>, bruising the muscle, bruising the right false ribs through the <<alpaca wool cloak>>!

But lets return to slightly before these ghastly events, dear reader.

Shorast feels a poking in her side. Putting down the blocks in her hand, she turns around to see Evaris Notchtin.

"I'm fine with you leading us in more than poetry. Don't really know anybody here well. I hope you have a plan, though?" asks the lithe and young seamstress from the mayor.

"Actually. I do. I feel like all the dwarves I've seen here have been under some kind of influence. I think we should take time to cleanse our bodies and minds, and match the land's current and natural state."

"Hm, some kind of nature worship? Di-" needles Notchtin.

"No." slaps Shorast her away. "The nature of this land is wicked. I hope that our cleansing rituals can cleanse it, or at least help me lift this fog from my mind."

"I doubt you can succeed, but worth trying at least. What do you need?"

"Well, for starters, you can help me nail down the few more valuable pieces we have. "

Cabinet
Item
gabbro cabinets
Etesstòkîd Dèg Taran

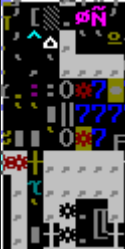
"Here, this...Well, I suppose near staircase is good enough for now."



"Oh, and try to ask someone about setting up these mechanisms" hands the mayor her seamstress a sheet.

Gear Assembly  
Item  
gabbro mechanisms  
Rifottaron  
Uvargutid

"To be built on z93"



"Well, I'll do." and Notchtin walks off with substantially faster pace than Shorast's.

- - - - -

Flame Paddledroast may not be exactly scholarly. However, the career woman understands exceedingly well her many skills, values, with sharp intuition often allowing her to leap ahead.

In such a situation, it is natural that she already guessed what approaching Shorast would want - and at Shorast's speed, it was quite a time to think.

"You want to get rid of the prisoners."

It was more of a statement than a question.

Shorast merely nodded and said. "Maximum safety, no risks - even if you may perhaps be strongest in fortress."

"Well, I suggest we start topside. Just below the surface first, there's bunch of cages piled against a door, and more in old soil layers."



conglomerate Lever  
Pull the Lever

"Of course, better to double-check that all openings to outside are sealed."

'Spriggans', Dwarf Carpenter  
'Spriggans',  
Creator of Noramushdish, ♀  
Pull the Lever

"Hurry up!" shouts Notchtin after Spriggans  
~~but she is quite clumsy~~

"Afterwards, lets get of rid of them on lower areas. I know just the spot."



"Sealed tighter than sea monster's pinchers, and feeling just as hot." smiles Thorast. "Still, one more thing - could you drill few holes nearby?"



"Of course." nods Paddleroast.

The death of caravan weighted on the mind of Erib Rovodunib.

~~She felt bitter after getting into an argument.~~

Sure, the milita commander went to stand guard, but couldn't do anything. Who would dare to stand against webber?

Erib Rovodunib, manager necromancer  
"Erib Archrags"  
Creator of Uvargutid, ♀  
No Job  
Legendary Mechanic

'Who indeed, if not me?'

"Get me going and I won't stop for anything."

"Alright, miss mayor, I have plans -"

"She's preparing a spiritual cleanup, Erib." pulls Notchtin her aside. "Dare to interrupt her?"

"I'd rather not," says Erib, "but this is important for the future contact with surface."

"Would you want my help with that?" smiles and turns the younger seamstress her tact around.

"I do not need help. I'm the manager, and skilled enough to make my ideas reality by myself if ne-"

The spirited declaration is interrupted by the needler pushing her around with "go and do it, and make it quick!"

'Make it quick, huh. Can't be very elaborate...'

...

Some time later near depot entrance





"Oi, Erib, lets all get together!"

"Already? But even for something so simple, it is nowhere near complete."

"Already! Half the autumn is over already."

"...Very well. At least it will be able to deal a little bit."

And the Mechanic of the fortress goes to join the rest of them in the dance circle.

In the midautumn of 309, Utu Nako, "The Onslaught of Tormenting" occurred. In the midautumn of 309, The Courageous Sins attacked The Vigorous Lens of The Remarkable Sling at Braidtools. In the midautumn of 309, The Shaken Corridors of The Lustrous Artifact at the settlement of Bloodyhells regained their senses after another period of questionable judgment.

That autumn, the invaders decided to mess with different dwarven civilization. Whether this was welcome or not is not clear at current time.

PS: Oddly, artifact list had one missing claystone grate.

Nosingidok Stesoktulon, Brushpointed the Molten Roads, a claystone grate

Spoiler: desc (click to show/hide)

PS: 100 <29>Stesoktulon, "Brushpointed the Molten Roads", a claystone grat

This is a claystone grate. All crafts dwarfship is of the highest quality. It is encrusted with rectangular claystone cabochons and encircled with bands of iron and giant mole leather. This object is adorned with hanging rings of tower-cap and menaces with spikes of brown zircon. On the item is an image of Likot Cavename the dwarf in claystone. Likot Cavename is laboring. The artwork relates to the hunting of great beasts of the dwarf Likot Cavename in The Suicidal Hills in 251.

Failed to zoom to it, and it wasn't built or ...Maybe in unrevealed part of map? I dunno. Well, it's not going to be found I guess.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **January 30, 2017, 08:11:15 pm**

Yay, an update!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **February 04, 2017, 09:19:28 pm**

Excellent updates, good to see things moving again.

Once you were finished, I was going to let Imic take another stab at it with the improved FPS, but what's done is done I guess x)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **February 06, 2017, 03:30:20 am**

While it was inevitable, got -predictably- interrupted by RL. Have something as sign of life/to gnaw on!

FPS: 100 <29>

Etosp Nolsto. "The Siege of Gorging"

A: 1 goblin, no losses

D: 3 rutherers, 19 dwarves, no losses

Defender was victorious.

Part of Uzo Slaz, "The Conflict of Splattering"

In the early summer of 309, The Dishonest Barbarity attacked The Shaken Corridors of The Lustrous Artifact at Bloodyhells. The goblin Osnun Flankpoison led the attack.

Enter: view top event

ESC: done.

Shift+ESC: back to age.

<Uzo Slaz, "The Conflict of Splattering">

Previous goblin attacks on the fortress of Bloodyhells were led by member of Scorpiondrummed, a dark pit. With 83 goblins, it is not particularly interesting attacker - hopefully, the future brings more interesting events.

However, not too interesting - there's a limited number of necromancers, after all. As to the why of that...

In the midsummer of 303, 'Flame' learned the secrets of life and death from Victory By Death.

Who took it?

In the early autumn of 305, the human necromancer Omli Lensceiling learned the secrets of life and death from Victory By Death.

And where?





Ah well



If there's one consolidation, it is that current members of fortress seem safe -

Drink None

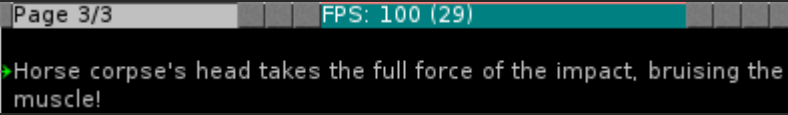
- for the time being.

`Puzzlebark', Dwarf Miner necromancer	Pickup Equipment
`Zuglarkun', bookkeeper necromancer	Store Item in Barrel
`Flame', chief medical dwarf necromancer	Dig Channel
`Krashmaster', Dwarf Miner necromancer	Construct Building
`Spriggans', captain of the gurd ncrmncr	Construct Building
Goden Kulettaran, militia captan ncrmncr	Store Item in Stockpile
`Twinwolf', militia captain necromancer	No Job
`Evaris', Dwarf Clothier necromancer	Pickup Equipment
`Lebo', Dwarf Glassmaker necromancer	Collect Webs
`Ryukan', Dwarf Fisherdwarf necromancer	Collect Webs
Erib Rovodunib, manager necromancer	Make rose gold bars
`Senshuken', Dwarf Mechanic necromancer	Store Item in Bag
`NCommander', broker necromancer	Ponder Foraging Behavior!
`Andreus', Endlessly Resurrected	Ponder Adhesives!
`Spish', militia commander necromancer	Pull the Lever
`Silverlock', Tavern Keeper	Brew drink from fruit/R
Shorast Darosdastot, mayor necromancer	No Job
`Arthropleura', "Elf" Dancer necromancer	Pull the Lever

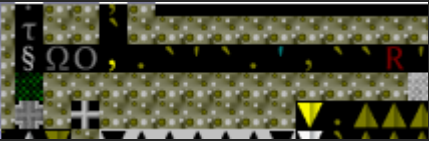
"I guess he really needed a drink" says Erib while scratching their head.

"But now - lets see if undead will go get the bait? Can't allow migrants into deathtrap, after all..."

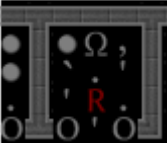
"There they come."



"Well, that was dissapointing. One down, but the others seem less eager - and...Hold on, who let the Rutherer loose while we performed the ritual?"

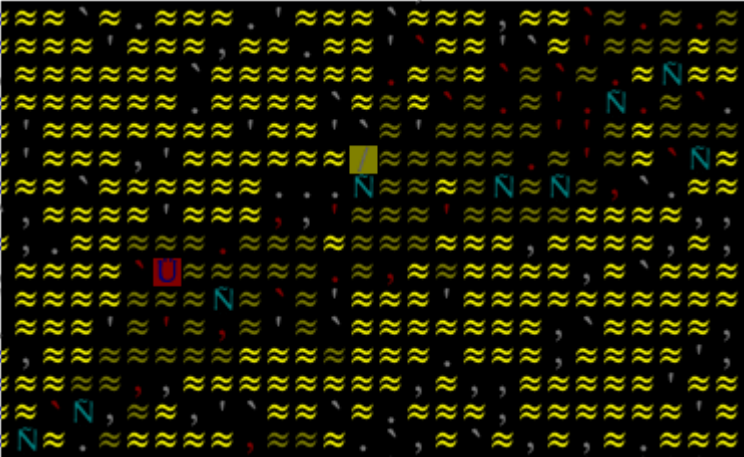


...



The Jade Shrine - temple to Osram, female dwarf god of wealth

"What spooked it?"



"Ah. Well, I won't yield. What's more, these should be the last of local population!"

"Silverlock. Silverlock Pulleytrussed!"

"Hm, what is it, dear mayor?"

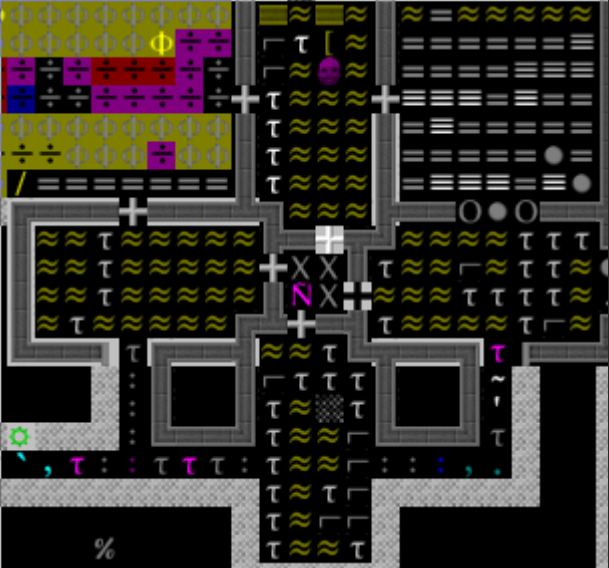
"Come here, take a break and give me a drink. I can't remember you ever giving me any, what keeps you so busy?"

"Well..."



"Pff! You'll be doing it forever on these plots! Say, let someone else handle them or let them fallow a bit. The crops already rotting, even with us all harvesting."





"Well, very well. Coming!"

Silverlock', Tavern Keeper Serve Dwarven Ale!

"Ah, thanks."

" I feel so good ! "

"Thank you thank you thank you thank you I've forgotten how much I love booze!" says Shorast as she babbles to the non-necromancer in the fortress.

euphoric due to inebriation

"....It was nothing" says Pulleytrussed, as he shies away from being hugged.

"So...How did it feel to go so long without booze?" asks Pulleytrussed, overcome by curiosity.

"Oh go give someone else a drink too!"

.....

"Hey, Paddleroast, want a drink?"

Flame', chief medical dwarf necromancer  
" ^ Flame' "  
Chief Medical Dwarf  
Tell Story

" Sometimes I think I need a drink, but I can control myself. "

"I notice you're still holding onto the goblet."

-iron goblet- , Right hand

"Got to save fine wine."

"Drink up, dude. We're not running out so soon."

"Well, then, I guess don't mind me."

"...Well?"

" I feel so good ! "

"Aaah...Becoming a necromancer may have been bit of a miscalculation."

"Okay, Erib, take some too."

"Oh, thank you. But I must go and help defend the fortress."

Erib Rovodunib, manager  
" Erib Archrags  
Creator of  
Construct Building

"But...She took the goblet with her."

Erib Rovodunib, manager necromancer  
" Erib Archrags "  
(pig tail shoe) , Right foot  
-iron goblet- , Right hand

"Drink, Erib, you stubborn woman!"



"Ok done got to goooo!" and she shoots off with smile on her face.

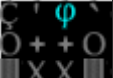
Meanwhile

The rutherer has reverted to a wild state!

PS: Unretiring a fortress conveniently empties all containers.

Naturally, I took the chance to forbid all bins.

Also melted down all adamantine thread previously in hospital.



Oh, and FPS ranges from 40 to 80 depending on level of activity. Could be higher, but eh it's something. Currently in early winter.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **February 06, 2017, 04:21:57 am**

Huzzah! Successful reclaim of *(fort and)* FPS!

Wait, so you're saying the book containing the secrets of life and death was stolen by some pithy necromancer instead of perishing in a fire?

We might have to embark on page pattern and try to recover the tome, after events at *Bloodyhells* draws to a close of course.

Eh so the vampire managed to *"break out"* of its watery prison, but what happened to the web spitting savanna titan?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **February 06, 2017, 04:25:37 am**

Yep. I guess Marisa Kirisame is inspiration to DF scholars everywhere.

Vampire is free, but distracted. Meanwhile, Tunem Tailbasins the Earthen Wings still wanders the surface - with broken shell and left hand. I expected one of them to kill the other, but hasn't happened so far.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Archereon** on **February 10, 2017, 01:32:30 pm**

Hmm, so it looks like that "plague on both your houses" got a bit more literal than I was expecting. Or something. How have things been in the years since I last bothered to look at Dwarf Fortress?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **February 11, 2017, 05:58:08 pm**

Hm, I guess that means I can avoid a double-post.

Fun note, though; In my test reclaim where I went straight for it I had humans siege the fortress. Not so with proper preparation time taken, however.

It's not like they can attack siege while fortress is running though; not enough population.

"Cut out that damnable noise! I can't sleep!"

"Heh. None of us can. But who knew cave floaters had it in them?"



"Well, whatever it is, it's noisy!"

The cave floater stands up.  
The cave floater sprays a stream of steaming juice!  
The cave floater is caught in a burst of cave floater gas!  
The cave floater sprays a stream of steaming juice!  
The cave floater is caught in a burst of cave floater gas!

"...I think it is farting."

"Still, this ain't good. Erib, think you can get rid of the corpses?"

Spriggans looks at ghost suddenly rising out of the wall.



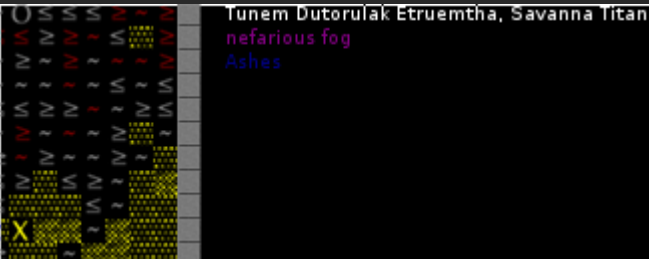
"You look a little odd. Oh...Not a dwarf?"

Bastsan Atthemobol, Ghostly Human Spearman  
" Bastsan Twinesclouds "   
♀  
"Moaaaaan"

"Well, whatever."

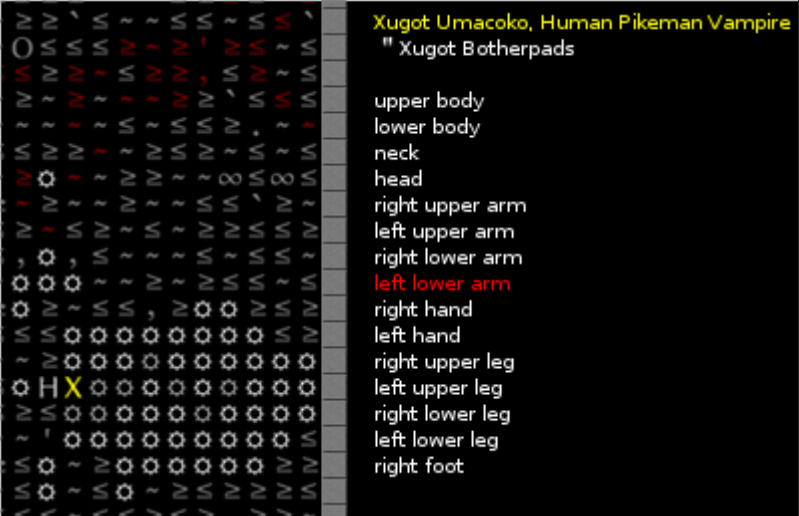
She doesn't feel anything after being haunted by the dead.

Meanwhile on the surface



The white supermerged coral reefs are already dead.

"Or is it? Sounds like it's fighting that vampire visitor." comments Erib.



"Lot of clanging. Guess it has to be helmet. Hm, now I kinda want one too." remarks Shorast over the loud noise.

The savanna titan strikes the Human Pikeman Vampire in the head with its (grown apple wood splint), but the attack is deflected by the Human Pikeman Vampire's (large copper helm)!

xthousands

The savanna titan strikes the human pikeman vampire in the head with its (grown apple wood splint), but the attack is deflected by the Human Pikeman Vampire's (human tooth crown)!

xhundreds

"Hold on, what is that yellow thing it is holding?"

Tunem Dutorulak Etruemtha, Savanna Titan  
" Tunem Tailbasins the Earthen Wings  
(grown apple wood splint)  
acid slime covering (left foot)

"I wonder, do Savanna trees look like that that it holds onto it?" wonders Shorast.

"Well, it doesn't seem very practical. Poisonous weapon, sure, but any-"

"-thing that goes outside is coated in that thing anyway."

"Well, our visitors too, I suppose?"

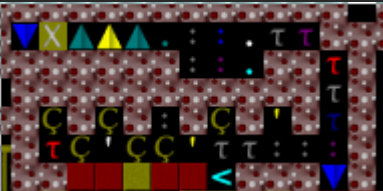
"Well, we have plenty of soap...I don't mind them using it. "

"Bah. A waste. I think I have an idea..."



"Don't we already have one of those...What do you call them, cleaning throughs?"

"Yes, but last one was wrecked by Titan."



"Also, this way it also cleans wagons and no levers to pull this time."

"Well, if you say so..."



Just need to open it up when surface is safe.

\*a while later\*

"Seems it works - look, booze falls down the stairs through the bridge."



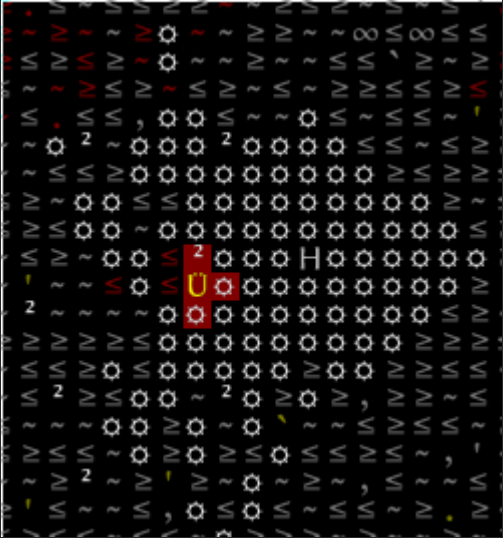
"Waste of good booze."

"Eh, not like we were going to drink it, friend."

"Oi!"

o o o





*In the tavern*

"So, what do you dream of, Silverlock?" asks Flame Paddleroast.

"Well, I'd love to create a masterwork someday. Or even better!"

"Even better...What's that supposed to be, world's biggest salad?"

"Ha, no! I'm not even a cook. " shakes the tavern keeper his head with a smile.

"But I've heard that active places such as this one can get something beyond a masterwork. An artifact!" proclaims the grower, greed in his eyes.

Paddleroast reflexively pats on Ekirgeshud to verify it's presence, then says. "I'm wielding one myself, actually...But this place needs to be a little lively for that."

"I'll make sure we'll get more people. Now, will you make me a burrow to make one in?"

"Why should I?" quirks Flame their eyebrow.

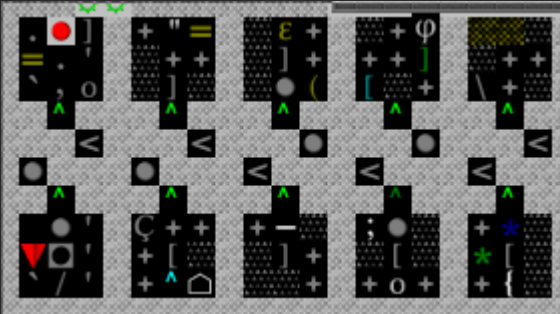
"I'm holding your booze hostage." bluffs Silverlock.

"You're too kind to do that." is the military man unmoved.

"Well, true. But help me out?"

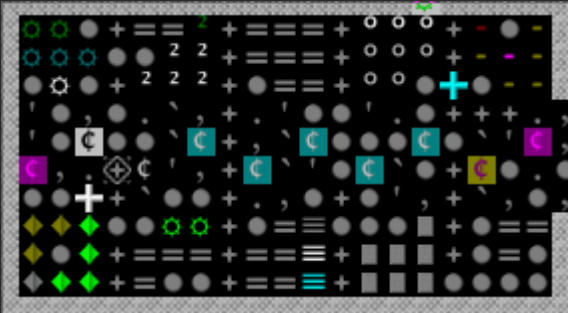
"Alright. Where do you want it?

"Next to temple sounds good."



"Okay, anything else I should know?"

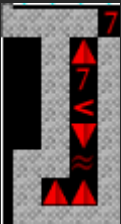
"Well, there's bunch of possible things one can ask...Make sure the stockpiles are filled, or we'll have trouble."



"How come we don't have way to fill minecarts with magma?"

"Ah, well, there was never the need..."

"Well, there is a need now."

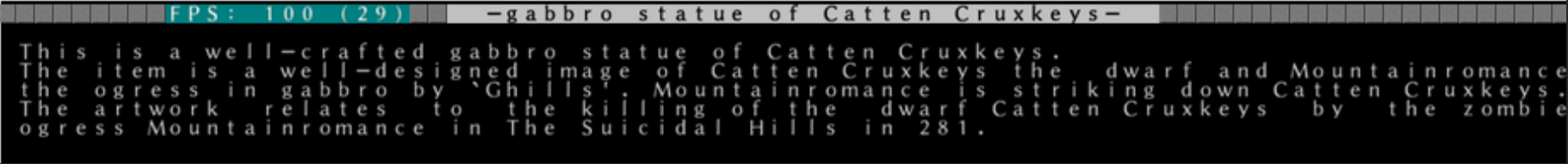


"There, a brief dip in magma to fill carts with it."

"What's that in the magma?"

"Statue of a dwarf, marking our territory. Beyond this point, no creature of magma may pass!"

"What's the topic?"



"You sure that keeps the magma sea creatures away?"

"I...think so."

"Hm. No leather....Wait, what's that..."

Spring has arrived!

Not a full year, despite the time...But I took the save on Jan 29.

Not a full year; the characters don't really appeal to me; so yeah, didn't nearly put most of my free time on this, unlike previous runs.

On that note, for future overseers, Erib the necromechanager has potential as tsundere by personality traits. Alas, I'm not good enough writer to handle that well.

For future, purely mechanically, taking control of the caverns to prevent undead lagging the game or establishing QSP-supported obsidian-cast in magma sea could be useful. (Given bins are forbidden atm) Though may kinda lack in-story reason for doing that. Maybe with election or new migrants?

As for the past things...I used DFhack's rename feature for my levers. But for the previous turn's notes, they are in completely wrong places, so you'd have to use Ctrl+M for gui/mechanisms.

Oh yeah, and I trapped an undead Titan in 3rd Depot Cyclotron with forbidden doors, while knocking a shell off it for moods. Not that one are going to happen soon without a way to get migrants or visitors inside :P

Made few adjusment to new hospital as well for werebeasts, but μ to narrate there.

Save! ([https://mega.nz/#!w1YDRICI!C0\\_SbViy\\_eru3JctkrxOJEw8XtyqUsS1\\_2CvWipgBLQ](https://mega.nz/#!w1YDRICI!C0_SbViy_eru3JctkrxOJEw8XtyqUsS1_2CvWipgBLQ))

PMed DoritioMaster as well.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **DoritioMaster** on **February 11, 2017, 07:35:21 pm**

Alright, claiming save now, so I'll have until until the new moon rises on Feb 25th. I see no sign of the Battlefailed curse, and Fleeting Frames has done a wonderful job at fixing up the fps.

We're still on 42.06 correct?

I'm going to attempt to be slightly more narrative than we have been, since that's the part I find fun. Also, I haven't played in a year, so let the fun begin!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **February 11, 2017, 07:42:08 pm**

Yup, still on 42.06. Might be harder to find a LNP pack for it now, but dfhack's github repo still hosts appropriate files (also updated mine, which was previously alpha ver.)

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Imic** on **February 14, 2017, 12:47:29 pm**

I want a other turn, please.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **February 14, 2017, 05:16:41 pm**

All right, you're after Doritio. Can't really blame anyone for passing their turn with the FPS as bad as it was. :P

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **DoritioMaster** on **February 20, 2017, 11:37:00 am**

Quick update. I thought I'd be done by now (halfway through the year). FPS is dropping off quick, the only thing that I can see has changed is the number of undead and dead has skyrocketed into 250s/700s. While I got straight 100s through Granite, I've dropped into the 25s. We'll see how it keeps going.

We did get migrants (though there was some complications with the Titan) so that is fixed. Current dwarf count is up to 19-20, depending on if I can get a fisherguy inside.

I'm working on taming the surface, the caverns might be a bit too messy - I'll let someone who's a DF regular tackle them. Or maybe die trying.

Otherwise, we're getting ghosts galore. Slabbing is a full time industry now.

Will try to finish the year by tonight, and then have the writeup and save up later this week.

Hang in there, Bloodyhells is still going forwards, bloody and hellish as ever!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Fleeting Frames** on **February 20, 2017, 01:14:00 pm**

Yeah, the undeadspllosion in caverns is likely what's behind your current problem, barring water or excavation-related troubles. There's at least some unrevealed parts of caverns too, iirc, where they will also multiply. Though initial straight 100s is encouraging.

Problem with taming the surface is that the animal groups that arrive on map are already dead (unlike in caverns, you can get live groups

running into undead). Even when trying it's going to take years to depopulate the entire region, and there are troublesome things like weasels and titans and zombie ogres to mess with that. Good luck with that.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **DoritioMaster** on **February 26, 2017, 12:17:40 am**

Save here!  
https://mega.nz/#!MB5XGSxT!j9ZHNdXG23-0aY7zm-6ahwAc8f0SnSL0LwKFYKwnQ3k

I am a bit behind, played through the last 4 months at 5fps, with 700+ revealed undead. Not sure if there's any way other than another reclaim to get rid of them.

Narrative post will be coming tomorrow, but in short the news is as listed

- opened 2 more overcomplicated entrances, and 2 more almost ready if they're needed.
- reclaimed old fortress, though miasma, a single mangled zombie, and the general mess are all slight problems
- Tried to deal with general mess upstairs, next overseer might want to mass forbid everything
- Population is now 25!
- Didn't manage to get any traders in (I've learned they are fussy about hallway width) but did get the liaison in safely
- slabbed 100 more dwarves
- dumped 50+ corpses
- reordered the military, possibly causing a small dwarf nudity party
- accidentally turned bins and bags back on I think? It stopped the dwarf nudity party though.
- Thanks to Fleet's clever shell gathering, had a successful strange mood - though we need more shells
- Tried and failed to trap the Titan, but he's still safely outside, along with the flying FB. Trapped FB is dead - possible source for more shells?

Sorry for being a bit on the late side. I looked into the ASCII, and the ASCII looked back into me!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **February 26, 2017, 07:44:46 pm**

No problem Doritio. See, the undeadspllosion also happened in the test embark (though it was a tribe of unruly beastmen that set it off there), so I knew this would happen eventually if we sealed off the caverns like a bunch of pansies.

Hmm, lemme take another look at the save before we move on.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **February 27, 2017, 09:33:17 pm**

And we're back to square one, same problem as at the end of Ghills' turn. FPS is in the single digits and exterminating all the undead does very little to fix it. Going to put the fortress on hold while I see if we can't figure out what's causing it before we do the reclaimy thing again.

Edit: Seems to have something to do with whatever our dwarves are doing, killing all but a lone sleeping dwarf improves FPS over 400%.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Crashmaster** on **February 28, 2017, 04:51:52 pm**

Purge the necros, the cursed ones have brought bad frames upon us!  
Take arms! For the King! Get the scales!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **DoritioMaster** on **February 28, 2017, 09:34:51 pm**

It is possible the necos are cursed, or maybe I caused it when I allowed bins to get them to put clothes back on - there is a LOT of binning and bagging to be done. I think I did that after it was single digits though, so I could leave it running while I went and took care of life.

But anyways, here's my storied update. Again, sorry for taking extra time. And it's a bit large. My excuse is "one and done!" Or something like that. But, eh, I think it's alright. And if nothing else, remember

**he has a little difficulty with words.**

P.S. it was stressful, but I'm a glutton for punishment. Sign me up for another turn!

-----**A Godly Deal**-----  
"Come hither Deg, god of wealth and trades"

"What is it, High God Kigok?"

"You'll be well aware of the crumbling of the seal between limbo and the Foul one, several centuries ago, correct?"

"I sort of know of it your grace, it was before my time. But was it not ended by the sacrifice of Horrorfailed, the living fortress?"

"Almost right, and almost ended young one. But what is important is that cracks remain in the seal. We've allied ourselves with Tarem in an effort to seal them for all time."

"Tarem, but-but, high one, he's a god of death himself! One must be mad to trust him with this sort of plan!"

"Mad? Yes. I'm sure all who have survived part of Battlefailed are Mad. But that aside, remember, Tarem is a God of suicide. If he destroys the worlds, who will be left to kill themselves? And I am well aware of the dangers. That's why you shall go down to BloodyHells and take a look around for yourself."

"As you command high one"

"And Deg, if you do run into Tarem, make sure to remind him of our deal."

----**Entering the Fort**-----  
So like an old spirit I sent my mind down, eager to see what sort of place Andreus and his dwarves were building this time to overthrow the plots of Ura.  
I expected a madness that would fight death.



I did not expect the madness that would make death spit it back out.

Spoiler (click to show/hide)



I passed a human falling into Ura's arms, beaten apart by a coral titan atop a mound of ash, erupting from a river of sea otter blood that crossed the obsidian wasteland. Looking around, there were human, dwarf and elf bits everywhere, random flotsam and body parts strewn together in acid slime and blood. Where the F\*\* did the forest go?

I went inside, hoping it would be better. I passed through wall after gate after door. And there it was, the trade depot! I had found the living dwarves at last! But wait, these ones are all dead. Or maybe undead. It's hard to tell, and I'm really only good with money. Or maybe it's the dingo and chinchilla guts covering everything.

Pushing deeper, I found a giant cavern full of roaming Rutherers, obviously left to go wild, and a ghost strangling a duck in a large stone chamber with hatches in the doorways instead of doors.

Deeper and deeper I went, through caverns empty save for corpses. Until at last I found life! Shorast coming up some stairs! But hold on... is this Lur's trickery?! She's a necromancer! Looking about the hold, they're all Necromancers! Well, except for Silverlock. I think the tears that are covering her might have something to do with it. And the muttering about death. But she's having a drink, so she must be alright!

Old Andreus is in a corner, studying ways of adhering the soul to the body, but in reality, not much seemed to be getting done.

They came here to fight the undead "for the king". We sent them here to rally up more souls for the fight against Ura. Even they don't really know their true purpose. They never could really. But if they keep doing nothing, the seal will break, Ura will win, and even worse, it will be boring. Something has to change, and I've found just the dwarf to do it! NCommander!

-----The Dwarves Early Spring-----

Alright, is my turn as overseer. And seeing how Mayor Shorast dun't do nothin but sit and forbid trading things to merchants that never make it inside - that means it's my turn to laze around and order the dolts about. Er, I mean lead the fortress to greatness. Yeah, it's been borin around here. Maybe that'd be more interesting than looking at the stories on the walls. Though the new strawberry carvings are rather interesting.

Nah, I'd best get to work- pullin levers to see what they do and walkin corridors to see where they go. Woah, I forgot how much of a maze this place was.

--

Dang elves arrived today. I can see them tromping around in the acidic muck from the tower. Their light feet won't help them against the acid rain! But they came from the south, crossing the obsidian crust that has capped over the ocean. I wonder just how far out into the sea our black stone has gone?

Spoiler (click to show/hide)





I would open the doors, not that they could have anything we need. But I'd like to send out news that we are still alive- or, em unalive. But Tunem the titan sits between them and our gates, guarding a slowly rotting kill

No great loss but it does bring up an issue, if someone we would want to greet should stumble into this land of death, how would I let them in?  
There are the old sealed tunnels from overseer Sanctume but they are barricaded and caped with obsidian. And by Lur's beard, when I put my ear to the walls, I swear I can hear echoes of cold lips trying to force out poetry. No most of the upper tunnels are lost to us for now. But we are dwarves! We shall dig new ones around them!

--

I walked into the library, looking for wisdom on how to make doors safe from building destroyers. What I found was Andreus, who'd locked himself in a Zinc cage.

"Andreus, what above magma are ya doing?"

"I am pondering the secrets of adhesion, trying to figure out how the soul is attached to the body. Being around you necromancers, who have attached your souls to your own dead bodies, is quite the opportunity for me to learn."

"Fine but without our book ya wastin ya're time. But why th' cage?"

"It hides me from the sight of the gods. At least two of them have been poking around. I don't want anything more to do with them."

"Ah, here's me book. Right behind this iron cage. Wait, would th' iron one work th' same?"

"It couldn't hurt my friend. It couldn't hurt"

--

I'd like to route the new tunnels into our existing airlock, so our existing defenses are never compromised, but we have to get into the lock first. But the levers are not clearly marked. There's center surface gate, and center entrance gate. I'ma guess the center surface is between the fortress and the lock, and the center entrance is between the lock and the outside. Dun make sense ta me either, so I'm just gonna pull 'em both! What's the worst that can happen?

Well, at least we know one thing. Someone can't label levers. The outside is closed at least (the lever on the right); but the lever on the left didn't seem to do anything. Which means I don't have any idea what it did. Which means it does something bad.

I guess I'll build a new lever.  
Oh wait - the old one does work. It just has a lag. Whatever.

Time to dig! I hear some of the miners crying, but that's normal.

**-----The Dwarves Late Spring-----**  
Progress on the necrolock expansion is going well.

Several dwarves have managed to get themselves stuck, but that's just the nature of things here at Bloodyhells. We're stuck in all things. In location, in unlife, in pain.

Welp, looks like the support of one of the fall traps was built on the wrong face, and poor Spish has almost been squished. This has mangled where his already missing nose should have been. Man, I thought this guy couldn't get any uglier.

Wait, what's that hubbub?  
Blast, it's migrants from the north! The fates must be against us, the north gate is one of the furthest from completion. There's no way we'll be able to make it usable. But perhaps they aren't totally in Ura's clutches. Tumen the titan is far to the south, and the rest of the surface seems deserted. They'll have to make a run for the main gate and hope that Tumen is blind. Pull the levers!



The gate is open, enter and find slightly less danger migrants! Run out!

Spoiler (click to show/hide)



I watched from the front gate as the first and fleetest of them ran towards the gate. And then curved to the south, straight into the jaws of danger!

"No! Where are you going? Safety's here you fool!"

"I'm Cilob! I want to pick up <<-grown jute braies->>, I'll be right there!

Spoiler (click to show/hide)

"I'm alright."

Braies? What in limbo is that? No time, I shouted after his disappearing form as loudly as I dared.

"Now listen here! I forbid everything on the surface, you're in the military and in a burrow now. So come inside this instant!"

Spoiler (click to show/hide)



I watched him walk right past Tunem the titan and his newly risen zombie, and walk all the way to the southern border. What luck he had.

Spoiler (click to show/hide)





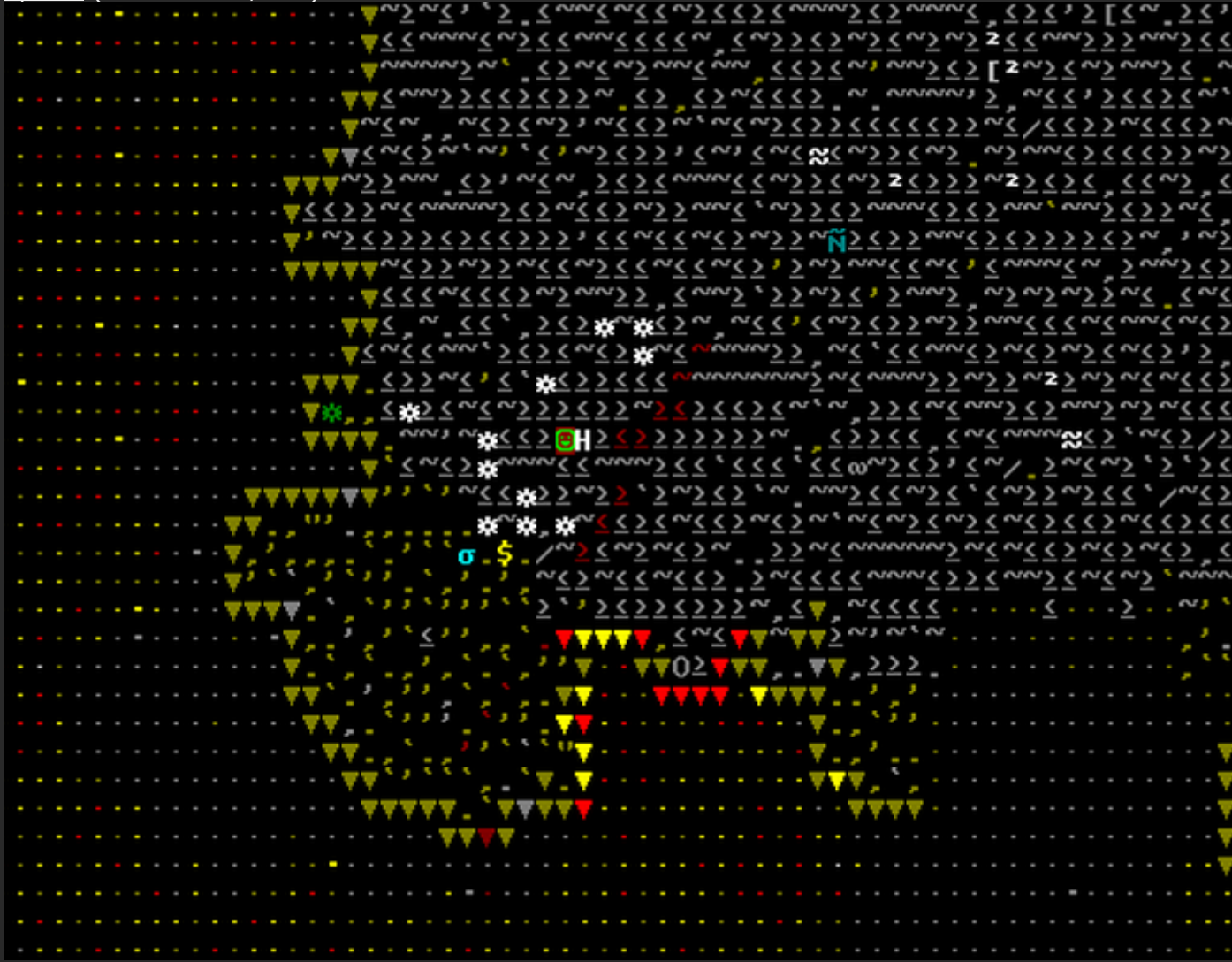
Maddness.

But then of course, I was distracted by screams.

The other two migrants were cautiously coming to the door, when down from the skies swept Nazomaztong. Our flying menace. One of them had the wisdom to sprint for the door, and I ushered him inside. But the second, a bloody fishmonger as I was later to learn, decided to hold his ground with a crossbow. He was actually doing fairly well, when more screams joined the chorus.

Cilob had decided to trust in his luck again. But this time it hadn't held out.

[Spoiler](#) (click to show/hide)



As Tunem took another soul, the marksdwarf had managed to attract the attention of several zombies, and was leading them and Nazomaztong right to the door.

"Inside, inside!"

"I have to get Cilob!" he cried and took off to the south, leaving the beasts of the surface to approach the door.

"Bloody Hell, close the gate! Keep an eye on him, and someone stand by the lever! He'll have to survive on his own for a while." I mostly say this so I don't feel so bad about his inevitable death. I'm surprised. I didn't think I could feel anything.

But the gates didn't close. And the zombies kept shambling closer.

"Haven't you dolts pulled the lever?" And then I realized- with horrible clarity- the reason we were having the lag with the gates.

I'd read the levers backwards.

"Pull the other one! Pull the lever on the left!"



Meanwhile, all I could hear was the marksdwarf’s weeping over the fate of Cilob as he came back north towards the gate. And right into the waiting arms of the legendary human zombie. I turned away as the gates closed.

Spoiler (click to show/hide)



Drat you Kadol, fishmonger and marksdwarf, we actually tried to save you.

"Silverlock, get me a drink."

The luck these two have with not being seen running across an open stone plain. Only to waste it walking straight up to horrible monsters...

And since it looks like our new arrival won't be spontaneously turning into a pile of bloody parts in the next hour, it seems he needs some looking over. I'll name him 'Kamani' since our records seem to say kamani is the last name to be given. He has no connections to anything but his son and father, both of whom he left at home. Probably a good idea. He has no skills of any sort, so I've put him on everything he might be decent at.

-----Deb meets Tumen-----

"Hmmm... quite a display you put on. You barely even had to use your puppet to collect a couple of souls. Quite impressive Tumen the titan. Or do you prefer Tarem?" I challenged the spirit hovering around the great coral beast.

"Aha, the spy finally comes for a chat. What do you need my brother the spy?"

"Spy? I'm only here to count the great wealth of BloodyHells- of course I am. I mean, so much for only 20 so dwarves. Wealth of course sits to be counted and owned, and that's where I take my pleasure. But may I ask, what do you intend to do with the souls?"

"Haha, of course you are. And of course, the souls must move onwards, either to limbo or to the Foul Hunger. I find that incredibly boring. Anyone can watch a soul move on. Every god sees them fly from their world to ours. Boring. I watch those who's own actions have brought them to death. I stare into their minds in the final moments, as the flesh's will to live and the mind's despair crash together. And then I let the soul go."

"But why?"

"I suspect that there is another place, a place only suicides go. And so I watch them. Because I have to be sure brother. I have to know before I complete the deal."

-----The Dwarves Summer-----

Ghosts! They are filling the library and training grounds. They might be a tad frustrated that we have immortal bodies and all they can do is float 'round, cuz we've got 5 new ones floating around. I've ordered the mass production slabs. The empty room next to the barracks should make a fine mass memorial. It might need some expansion though.

Also, it seems a wild Rutherer has started living in our fields. Hopefully it wanders into a cage trap. I counted all our Rutherer's at the beginning of my reign (9, 7 of them babies) and now we have 11 (9 of them babies) and all of them trained. Have we been living with a wild Rutherer this whole time?

More ghosts! Lebo and Balnash this time, but wait - isn't Lebo still alive? At this rate we'll have more ghosts than living dwarves. Well, unliving dwarves I suppose.

Life is moving on as usual, though it almost seems like things are slowing down.

Shorast has been reelected mayor, which makes sense since the only thing he’s done is forbid exporting leather - which comes to life and tries to kill us when we make it, and we haven’t exported anything yet anyways.

Spoiler (click to show/hide)

Pray to Deg the Wealthy Price!  
No Job  
Discuss Foraging Behavior!  
Discuss Foraging Behavior!

'Zuglarkun' Rigòthusân, bookkeeper necromancer  
'Krashmaster' Noramedēm, Dwarf Miner necromancer  
'NCommander' Cilobfikod Manthuldumatritlut, broker necromancer  
'Andreas' Thadkib, Endlessly Resurrected

I was sitting in the library, trying to snack while I read some mountainhome propaganda, when Ghost Lebo flew through my chest!

"Ahhhhhhhh! By Deg's gold don't do that" I cried as she flew through the ceiling.

"Try the cage friend, it should shield you from her. And be glad that she's not pulling anything worse." Andreus mumbled.

I sighed as I sat down in the cage. "I could do with a drink, or maybe a nice bit of red meat - but the caverns are fillin up with the dead. I have ghost Eric check em out. An there are more of 'em every day!"

"They are migrating closer to the fortress, searching for the life. Foraging for souls. Just like the zombie otters do every year."

"Undead dun't migrate. Otters or not!"

"Oh but they do. The undead here have lost their soul, but the corpse remembers the works of the soul. That's why zombie dwarves can open doors, and zombie eagles can fly. They have a thirst for souls, which is why they pursue the living so much more readily than they pursue your Necromancers."

"Hmm... stupid is what they is. But they'd best get away from my fortress!"

--

We've started moving back into the upper fortress. Not putting anything of value up there mind you, but rather cleaning and figuring out where everything is and where the zombies are. There are only 3, and they're locked away in small areas.

One of the miners, Flame, seems to have disappeared. Ghost 'Eric Blank' guarantees me that he's still alive. But he seems to be in a funk. I'll let him be.

Spoiler (click to show/hide)

'Flm' Idnbsh Ftthr Astd, "'Flm' Pddlrst th Frst of Glfs"  
"I could do without all of those creatures and that tangled greenery."

What do the Rutherers eat? They're obviously large predators, but there is no prey here.

\*\*looks around at all the dead bodies\*\* ooooooh...

--

On the note of the Rutherer in the fields. It must have been tame at some point, but now it is certainly wild. It does not attack however, and now that I've begun watching it, every time a dwarf walks by, they'll push it back into a room next to the farms, appropriately named 'Stockpile #131', only for it to follow them out. The others are all apparently oblivious to how strange this is.

--

On the note of the levers. There are so many around. Most of them are labeled in high dwarfish, which I can't make heads nor beards of. The ones that are written down are kind of confusing. So I made one of those, what're they called.

Phonics, pneumonics, pneumatics? Well, it's a thing so I can remember all the door levers and what they do. It goes like this. Going down the rows Men Never Eat Slimy Worms (Main North, East, South West) and across it's Our Traps Inspire (Outer, Traps, Inner). That way I can remember all in a moment how to work any part of the Necrolock or it's expansion. There's a reason I'm overseer ya know.

--

Otherwise the new fad is to complain how we don't have enough cages. Every other day someone tells me, "not enough cages" I've ordered the production of 10 more. Hopefully that'll nip this in the bud.

--

Spish came up to me yesterday.  
"The ghosts keep interrupting my training time. We should never have put the memorial next to the training room. It's dishonorable."

"Well Spish, keeping ourselves unliving and strong enough to defeat the foes that killed them is the best way to honor the dead. So I say it's decent. Just ignore Lebo the ghost, she's harmless"

And he walked off. What simple problems in such a complicated place. I miss the sky, it's always raining acrid slime or fog, or nefarious glowing fog or dreary clouds here. The fog comes close about Tumen, but he's never husked. What luck he's got.

I see dwarves eyeing the crossbow that the fishmonger dropped. Oh, and he's animated now. Part of the zombie army that guards our gates, and our fates. But he did do a lot of damage with those silver bolts...

I've decided that everyone without a weapon of choice will get a crossbow. I pray we never need them, but if Deg is the nicest god we have to pray to, I suppose we will.

Also, the ghosts tell me a Yak has starved. Where on earth did we get a yak?

Spoiler (click to show/hide)

The Stray Yak Cow <Tame> has been missing for a week.

----The Dwarves Fall-----

Looking out onto the obsidian waste I can only think one thought. The blood gnats are a lovely shade of red this fall.

Unlife at BloodyHells can get unbearably boring at times.

More of the Rutherer's seem to be going wild. Probably the pheromones of this one we've got in the farms sending them up the walls. I'll have Lebo train them all. She seems to get on well with them. And it makes Ghost Lebo happy too for some reason.

Eh, and I thought a zombie poet was bad enough. Now we've got a ghostly poet. HE WON'T STOP TELLING ME ABOUT DYING. IN LIMIRICKS. We have to slab this guy.

Today, I walked into a room - next to 'Stockpile #131', and find 40+ cages standing about empty. They are not forbidden, and seem to be in a furniture stockpile. Yet the complaints of "not enough cages" continue. I can only guess that they are all possessed. I'll just have



more forged. No big problem.

Well, let me check up on Flame and the necrolock expansion. It should be close to completion.

Op, the digging is done, the bridges and doors and hatches and cage traps are being constructed. And Flame is still in a corner. How are you doing Flame?  
[Spoiler \(click to show/hide\)](#)

"I'm fine."

Crash! Boom! Crash! Boom!

"Puzzlebark! What is that horrible racket?"

"Dad, the forgotten beast Abeismo, the one that was trapped a year ago has begun throwing a copper mine cart into the walls repeatedly in rage! We're putting more trash against the walls trying to kill the sound."

"Ok, good lad. Use everything up here that isn't a body"

I've been having ghost 'Lebo' patrol the caverns for me.  
A week ago a live helmet snake was engulfed by a dismembered crundle neck. That's right, only the neck. So it's a snake trying to get out of an angry fleshy zombie scarf. Of course, neither can actually hurt the other, so it has become an endless duel. I consider it the mascot of our lives.

Limestone, it's so boring. Just working on our projects, the rain starts and stops. Even the ghosts are bored.

Ahh! After the drought comes the storm!  
The caravan has arrived at the same time as a liaison, and the migrants! It's our chance to tell the outside world how much wealth we have!  
But at the same time, somehow an undead has gotten into the necrolock expansion. But none of them have even broken the surface yet! How? Close the inner gates! Pull the levers, and quickly summon the militia, assemble at the lock!

I issue the final orders to open the western side gate, and send the Night Guards into battle. As long as Nazomaztong doesn't come a smelling, our visitors should be fine.

[Spoiler \(click to show/hide\)](#)

**Litast Uthmikdeduk's mutilated corpse kicks the dwarf macedwarf necromancer in the right lower leg with his left foot, but the attack is deflected by the dwarf macedwarf necromancer's -steel greaves-!**  
**The dwarf macedwarf necromancer bashes Litast Uthmikdeduk's mutilated corpse in the left hand with her +iron mace+ and the injured part is crushed!**  
The dwarf mechanic necromancer stands up.  
**'Senshuken' Timnårdomas Remnîles, Dwarf Mechanic necromancer: I was attacked by the dead. I am not upset by this.**

Welp, I totally over prepared for that combat. And with that, apparently 'Clover Magic' has been avenged.

Alright, time to open the first of the extended locks, let the merchants in. What's this? A cloud of nefarious fog is coming? Ura be damned, why? And it's coming straight for Tumen!

[Spoiler \(click to show/hide\)](#)



Well, the titan must either repel the fog, or have the blessings of a God, for it walked right into the fog, but the evil parted before it.

And in other news, the migrants and merchants have a way in, but they seem to have created too much noise, now the corpse of the fishmonger is coming for them!  
Oh, my design actually worked, and caged the fishmonger? And all the migrants are in safely? AND the liaison is in safely? WHAT? Oh, I mean, of course it worked first try! My planning and skills as an overseer are unparalleled! AHahahahaha \*forced laughter\*

Hmmm... well it is time to welcome the travelers inside.



"Come in, squeeze down this tiny corridor! Right past the zombie in the cage. This way ta Bloodyhells! Please, right this way, ignore the nude dwarves. That's just how the want to dress! Welcome liaison! Please watch your step, there are lots of bodies you can loose your footing on."

Wait, where are the merchants?

"Oi, get in here ya dolts, we got safety n trash, er trade. I mean trade!"

"You're tunnel is too small!"

"What, ya got no wagons, get in here!"

"It's the merchant union, we can't pass through any hallway less than three wide."

"WHAT! You sons o'Lur. Ya see that bird, right over there. It's the Forgotten Beast ZOMBIE Nazomaztong, and it will eat all of ya!"

"Company policy man. Sorry"

"Well, so am I. Pull the lever! Leave the sods! And Silverlock- another drink!"

-----  
Too much is going well. When is the curse of this place going to strike??

Oh, our new arrivals are vomiting everywhere. I forgot that the living tend to do that here...

Wait, the banging stopped. Someone get me a ghost to see what happened! Is Abeismo free?  
No, actually, the copper minecart Abeismo kept pushing finally got enough momentum and ricocheted right into Abeismo, striking it dead. This place runs off luck, good and bad.

Meanwhile our wise mayor and brave liaison have begun their meeting, attended by a shoe, in the middle of a field. Truly noble.  
---

"Greetins Liaison Olon, how was the journey? And how are the mountain homes? It's been a long time since one of ya made it through to us."

"Well, the journey was horrid. Constantly running and hiding. But more importantly, what are you dwarves thinking?? We sent you here to kill Necromancers, not to become them!"

"Ey now! Ya'll sent us here to die. We've done what we must ta survive. It was prudent at the time. And before ya speak of the hammer, I'll have ya know, Necromancers have trouble drinkin."

I grinned in pleasure to see his smug face tremble.

"Now, no more of that, or we'll put ya back outside. Let's get to business!"

"Well, the mountain homes are in great need of fish, leather, wood, and cut gems. I'm sure you have all of them in abundance. What do you need here?"

"How bout ya send us  
[Spoiler](#) (click to show/hide)

Type	Good	Priority
Headwear	Low Boots	0!---
Handwear	High Boots	0!---
Footwear	Socks	---!0

It should go without sayin, and any information ya got on how the undead dun't migrate."

"Sounds like a sensible order, anything else?"

"Can ya send us some more puppies? Please?"

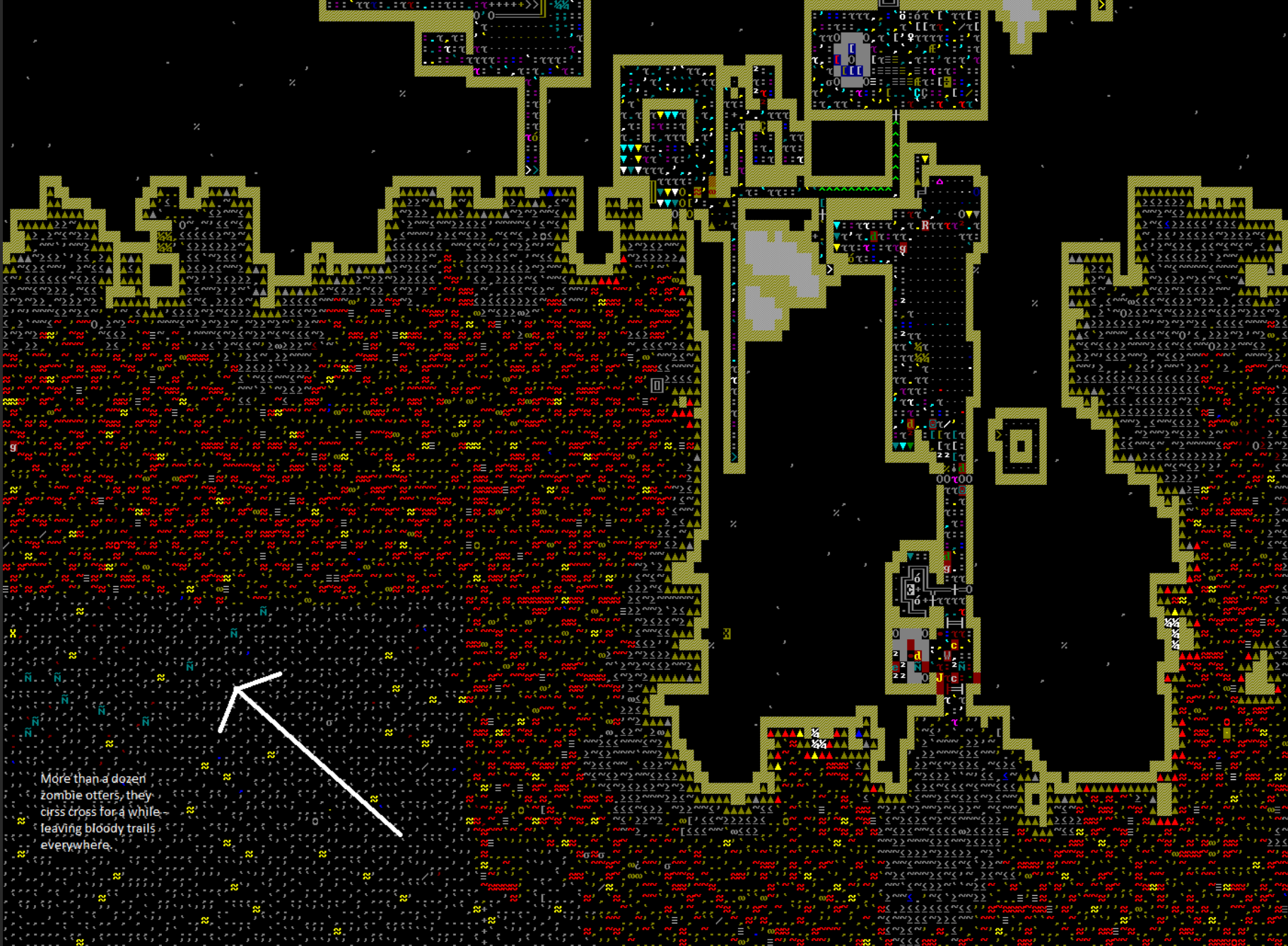
---The Dwarves Winter-----  
"Sir, Overseer NC sir, come look! There's dozens of them, coming from the west!"

"What, migrants? Invaders? Ghosts?" I ran to the tower, getting a look at what new danger had beset the fortress.

"No sir, undead otters, leaving a river of blood across the waste. They must be migrating, what do we do?"

"Dun't tell Andreus. He'll never shut up, and I'll knock your block off."

[Spoiler](#) (click to show/hide)



More than a dozen  
zombie otters, they  
cirss cross for a while  
leaving bloody trails  
everywhere.

I've decided to clear the last of the zombies from our halls. And it's an elf to. Can't have any of those in my fort.  
I ordered the best of the melee fighters to the gate, and had a mortal open it to lure the foul zombie out.

But alas! At the moment of truth, as the gates were opened, our four heros ran! Down stairs and stairs they went, and left Silverlock and Lebo to deal with the elf zombie. Luckily Lebo got a lucky hit in with his crossbow, knocking off the zombie's head?

But fear not, our heroes regained their honor, dueling the chinchilla corpse!  
[Spoiler \(click to show/hide\)](#)



The battle raged for days, and 21 pages were filled with dodges and throws before the Chinchilla was finally beheaded!  
Good good, now go guard that elf zombie head. It keeps reanimating and scaring the Rutherers.

--

"Father?"  
"Yes Puzzlebark?"  
"If the liaison is set on reporting us to the king for being Necromancers, why aren't we throwing him out for the titan to wreck?"  
"Well Puzzlebark, that would go against the code of the dwarves. And we wouldn't want that now would we! ... .. And besides, he's started chaining himself to the wall in the old upper fortress to sleep. We couldn't cut him down without waking him up."

[Spoiler \(click to show/hide\)](#)



--

"Evaris, come back inside, you know you have to do this super dangerous suicidal thing for the good of dwarf kind, for the good of the fortress!"

"No, I won't!"

"Alright then, Just come back inside anyways, there's no point in running out into the wastes to get carried off by the big bird. Puzzlebark, my son, are you feeling brave?"

"...I think so?"

"Alright then, it's your time to face death. Get to the suicide room! And pray to Deg and Tumen!"

"Yes, but father... what are we doing with the suicide room?"

"We're going to drop rock on the Titan and kill it! You're the bait! Now get to digging! Straight up! And cry louder! We want him to hear!"

"But Father, we can't drop the roof on him. It's still attached..."

"Oh. Then we'll lock him inside!"

"How father?"

"With a bridge, or a floor or something!"

"How will we get it above him - into the tiny space you left - before he leaves the suicide room?"

"..."

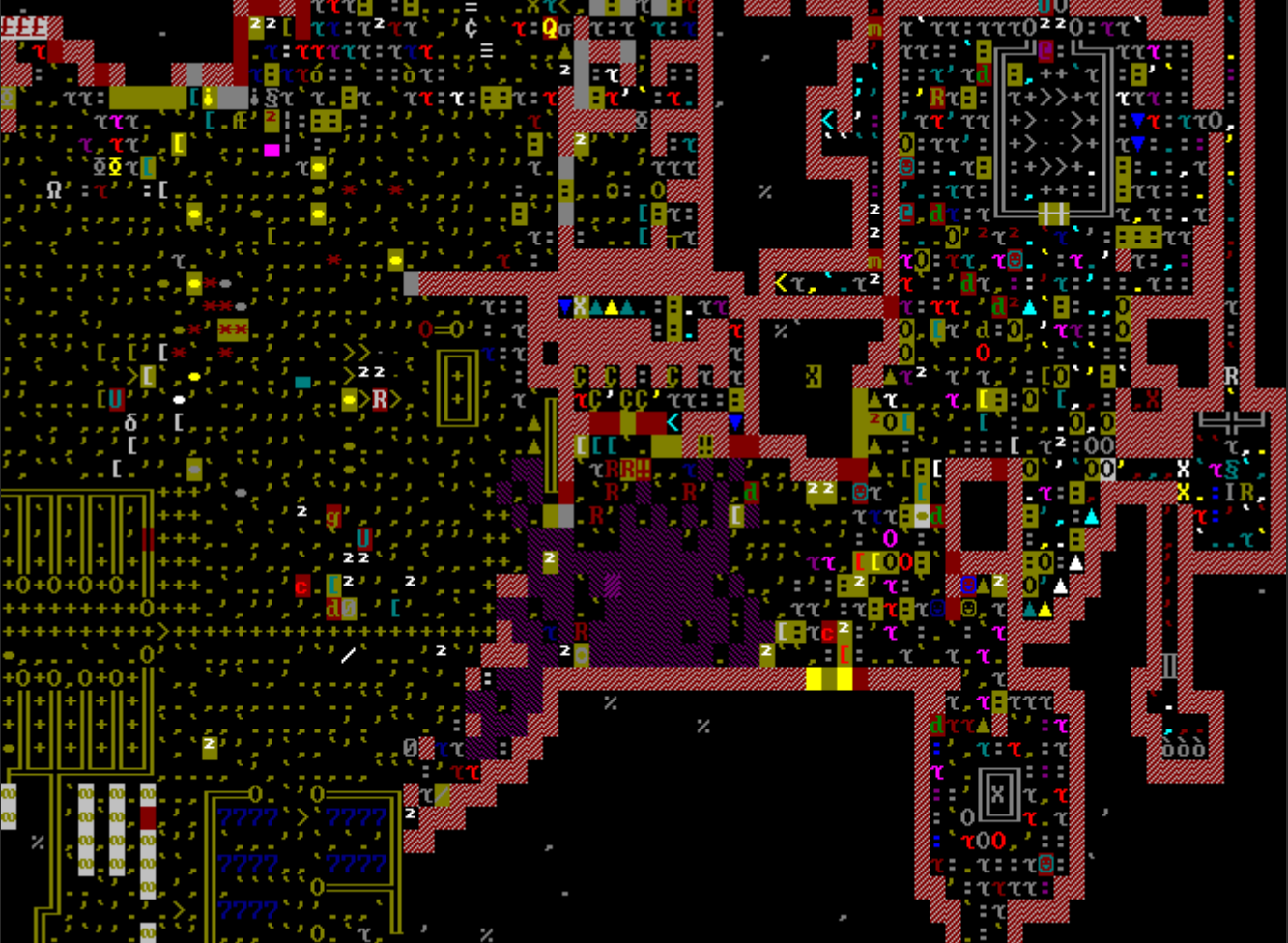
"... Nevermind son..... Close up the suicide room! I've decided to spare you dolts from the fear of capturing Tumen!"

--

Winter's almost over, but I'd trade all Deg's gold just to stop the place from smelling.

"Which of you dolts fed the Rutherer's beans?!!!"  
[Spoiler](#) (click to show/hide)





--Sunrise - 1st of Granite-----

Atop the tower, looking out over the waste, I could just make out the forms of the otters as the last of them scampered off to the east.

"Maybe they DO migrate" I muttered. "Not that I'll admit it."

BANG!

Feeling the tower reverberate, I shouted down

"What was that?"

"Overseer NC, one of the bridges in the merchant tunnel has been deconstructed, we don't know who or why!"

"Look at the calendar ya dolts! It's first of Granite! Not overseer no more, not my problem!"

And I returned to pondering migration habits.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **March 02, 2017, 11:41:22 pm**

Yo, I'm still working on the save, and I believe I'm close to figuring out a solution. Just been a bit busy with work is all. Firing all nobles (and the subterranean zombie horde, in a more literal sense) put an end to the mysterious lag, so it's probably one of those positions that's causing it.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **March 06, 2017, 12:08:45 am**

Alright so firing the captain of the guard and/or me, the militia commander, seems to stop the non-zombie based lag. Seems to have to do with hauling or stockpiles or something like that (I'm not sure what these two positions have to do with this but okay). You can re-hire them without any issue, but the problem seems to resurface eventually. So far I have no idea what triggers it.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Lebo** on **March 13, 2017, 04:02:38 am**

Wow, it's nice to see that even with my body and spirit deciding to split, I'm still a bitch. At least things are chugging along regardless. When it comes to lag speculation, maybe the Captain or Commander are trying to find their way to some unforbidden equipment?

Here's to whatever it is that will ruin the lives of our dwarves! In advance!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **March 22, 2017, 05:12:39 pm**

Apologies for going silent, I've been rather busy with my job lately. I've managed to get the FPS up to an inconsistent 30-50 FPS, and I'll toss the save over to the next player whenever they're ready to play. In the meantime, I want to see if upgrading to 43.03 (the most recent version with DFhack) offers any gameplay improvements.

Apparently nobles are really screwy in this fortress. Simply firing nobles (mainly the military leaders) restores FPS quite considerably. You can then re-hire them without any issue, though the problem seems to resurface eventually.

I also used DFhack to kill off all the zombie crundle bits. Apparently they were being torn into dozens of pieces, all of which were becoming zombies... over five hundred of them, which was *really* bogging down the FPS. I highly recommend the next few players do something about the underground zombiespllosion; it's only going to get worse if you keep ignoring it. Perhaps consider weaponizing those zombified forgotten beasts?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **DoritioMaster** on **April 11, 2017, 07:15:28 pm**

Ah, my dwarves! What happened!

Hopefully Spish is still kicking, but if not, my school semester ends Thursday. If we need to I can try to copy what he's done and pass along a save.

Also, not sure if we're supposed to be redorfing the deceased - but it looks like people are and it's a Battlefailed tradition, so here's a new dwarflist. These are all the deceased, I'd give any new players a priority. Spish can take it, or PM me if you're supposed to be on it and not.

Archereon  
Balnash  
Clover Magic  
Deus Asmoth, Scholar  
Dorito, "Fail Priest"  
The Error, "Crazy Old Man"  
Ghills  
Gwolski, Mechanic  
Imic - Necromancer of Threads  
The Master  
Niner, "Glorious Overlord" - Militiadarf  
Sanctume - axedwarf  
StupidElves - metalsmith  
Species Unkn0wn - Speardwarf  
Taupe, Woodcutter/Woodburner

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Sanctume** on **April 11, 2017, 07:46:00 pm**

I wanna be an axedwarf next time

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **StupidElves** on **April 13, 2017, 12:12:36 am**

I would like to request a dorfing, perhaps a metalsmith if that is not too much to ask for.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **April 13, 2017, 02:32:30 pm**

I'm still around. But I don't know about Gwolski, who hasn't given a single status update since he grabbed the fixed save over two weeks ago. If you'd like a copy, just let me know. :P

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **DoritioMaster** on **May 02, 2017, 10:01:58 pm**

Well, unless someone has news - it looks like Imic is up, followed by Flame52.  
I'll go ahead and pm them if Spish can put up his semi-fixed save.

Thanks for the magic Spish!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **May 03, 2017, 08:51:42 am**

My body is ready.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **May 03, 2017, 07:54:56 pm**

I'm starting to think the lag may be related to the nobles being necromancers. Cannot yet confirm though.  
<http://dff.d.bay12games.com/file.php?id=12799>  
Definitely also do something about the zombie infestation underground. Cause they're going to multiply very quickly (again) if you guys continue ignoring them. And also the titan.

I'm going to recommend all future overseers disable TEMPERATURE and WEATHER in the d\_init.txt file, as that improves FPS by a solid 30-50% in this fortress.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **DoritioMaster** on **May 04, 2017, 12:59:32 pm**

It if Flame52's turn, and congrats to Imic on the job!

Do us proud Flame!

And hmmm... will disabling weather get rid of the husking fog? Oh well, for now that might be necessary.  
And as long as we can keep more mortals pouring into the fort, at some point we'll be able to replace all picked nobles. Or is that not how it works?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **May 04, 2017, 03:51:54 pm**

There won't be many images in my turn, but text updates are better than no updates.

EDIT: This place is a goddamn shithole. Words do not begin to describe it. Everywhere I look there are corpses, old abandoned hallways, eternally burning zombies, regular non-burning zombies, Taupe's ghosts, random pools of blood, mud, water, or magma, or some combination of the above. There is an extremely distracted titan wandering around on the surface. I think it's distracted because the place looks like Hiroshima after the bomb went off. There are over 2,000 units in the dead list. Some cheating reveals that there are zombies *in the walls*. The bookkeeper is set to the lowest accuracy, so it's impossible to determine how much stuff we have. NOBODY IS DOING ANYTHING.

Fuck this fort. It can't possibly get any worse at this point. Why even bother.

EDIT2: You know what, I'm not even going to roleplay. I'm just going to tell you what I'm doing to bring this fort back from the grave. Also I'm going to cheat, but not at anything life or death.

Right now I'm using autodump-destroy to get rid of all the teeth. Did you know we have over two thousand teeth just lying around the place?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **May 04, 2017, 07:21:53 pm**

How the fuck did zombies get inside the walls

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **May 05, 2017, 08:42:44 am**

Quote from: Eric Blank on May 04, 2017, 07:21:53 pm

How the fuck did zombies get inside the walls

I dunno man, but all the oldest zombies are one tile beneath the surface. I think somebody hacked them there.

I'm playing, but don't expect many updates. I'm getting like 2 FPS. I also made the terrible mistake of unforbidding the books in the library, so all everyone is doing is reading.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **May 05, 2017, 08:46:23 am**

Did you fire/rehire the nobles like I explained on DFFD? The lag has everything to do with that (and to a lesser extent the zombies), and I can personally confirm that autodump-destroying every item on the map will do very little to improve FPS.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Lord\_lemonpie** on **May 05, 2017, 08:47:28 am**

can I be dorfed as a dwarven soldier named "Lord Lemonpie"? Preferably a speardwarf, but any melee dwarf will do.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **May 05, 2017, 03:41:10 pm**

Quote from: Spish on May 05, 2017, 08:46:23 am

Did you fire/rehire the nobles like I explained on DFFD? The lag has everything to do with that (and to a lesser extent the zombies), and I can personally confirm that autodump-destroying every item on the map will do very little to improve FPS.

...I will now do that.

Quote from: Lord\_lemonpie on May 05, 2017, 08:47:28 am

can I be dorfed as a dwarven soldier named "Lord Lemonpie"? Preferably a speardwarf, but any melee dwarf will do.

You're in luck! One of the nine unclaimed dwarves is a speardwarf. Hope you don't mind lacking dangly bits. And also not being a necromancer.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **May 06, 2017, 02:52:28 pm**

As long as shes got a spear, she has no need for dangly bits hehe

Do i even have a dorf/elf anymore?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **May 07, 2017, 02:15:18 pm**

Quote from: Eric Blank on May 06, 2017, 02:52:28 pm

As long as shes got a spear, she has no need for dangly bits hehe

Do i even have a dorf/elf anymore?

~~Yeah, you're still alive.~~ Actually you are deader than three doornails. I think I saw your zombie or maybe a limb and thought you were alive.

I used autodump to move all the dwarf corpses inside. They're now being buried. Also, I slabbed all the ghosts. Slabs for potential ghosts are still in the works.

I re-forbid all the books in the library, so things are getting done again.

EDIT: Unexpected computer restart happened and I lost some stuff. Apparently I never saved at the end of this post.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **May 09, 2017, 08:44:46 am**

Elven merchants came. They were waylaid by zombie sea otters and a zombie osprey but managed to fight their way through.

Migrants came. The only one to get in alive was a stoneworker. The other two were killed by the zombie FB on the surface.

In the confusion of getting the migrants in, the merchants got in too. Also, I dispatched the military against the titan. I did not expect webs. Spish's arms were turned into a fine paste, but his steel and adamantine armor kept him safe long enough for Senshuken to get there and bash the bajesus out of it. He killed it with a punch that crushed its lower body. No casualties and my 1:1 turns to dead titans ratio is upheld.

EDIT: How do I flood the surface with magma? I can't find any levers or even a mechanism to generate the power to do so.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Zuglarkun** on **May 10, 2017, 04:11:30 am**

There is a small room to the north of the main unliving area, near the magma sea that contains the levers controlling the magma last I remember. Its close to the pumpstack in case that wasn't clear.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **May 11, 2017, 04:42:21 pm**

- I'll make this short:
- A forgotten beast came, killed a few zombies, and died (and did not come back to life)
  - A planter got husked
  - I moved all the wall zombies to the surface where they belong
  - Flame was beaten for violating production orders, it left only bruises
  - I removed several walls where both sides were accessible
  - I made a giant corpse stockpile right next to the magma dump
  - Things are getting butchered/magmaed



- I flooded the entire surface with magma, incinerating everything (even the flying FB, it came down to earth when it was killing the migrants)
- The merchants went nuts and had to be put down, there were a few incidents with zombies but nobody was killed
- It is now summer

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **May 16, 2017, 02:55:08 pm**

Summer update:

- Lebo is dead. In related news I have discovered our minecart grinder. Shorast is now mayor.
- The magma is almost completely cooled on the upper part of the map.
- Migrants, a jeweler and a glassmaker.
- The last elf died, came back to life, was dismembered, came back to life again, got caught in a cage trap, and was thrown into the magma. We still have a couple pack animals roaming the fort.
- Flame is preparing meals. She is making masterworks.
- We passed 2600 dead units.
- FPS is stable at about 12.
- Corpse dumping and butchering is going smoothly. Any corpses or body parts in the fort that could be zombies were mangled years ago. A bunch of elf junk is being dumped as well.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **May 23, 2017, 06:27:07 pm**

Autumn update:

- A wereantelope came. It was quickly discovered and killed by yours truly, no wounds. However, its corpse came back to life and killed Lord Lemonpie.
- I made a few adamantine wafers.
- No migrants arrived.
- Mayor Shorast had a strange mood and made a hematite crown. It has a picture of Twinwolf killing a human.
- Lots of stuff is being dumped. FPS is at 7-8.
- Dwarves came. They killed a few harpies. We sold them all the junk within 50 tiles of the depot. We got some steel, some dogs and cats, and a few books.
- I made some quires. Maybe someone will write something. And maybe that something will be the secret of necromancy. It's worth a shot.
- Senshuken killed three zombie ogres alone.
- I finally got Spriggans all the stuff he needed for his post.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Senshuken** on **May 24, 2017, 02:07:24 pm**

I feel like Sen's just been quietly sitting in a room all this time, staying out of people's way and quietly meditating and practicing with his weapon of choice... Because he hates everything around him and he wants it to die.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **May 24, 2017, 06:31:13 pm**

Quote from: Senshuken on May 24, 2017, 02:07:24 pm

I feel like Sen's just been quietly sitting in a room all this time, staying out of people's way and quietly meditating and practicing with his weapon of choice... Because he hates everything around him and he wants it to die.

Your dwarf has over a hundred kills, including two titans, though I think most of them were the same zombie several times.

Apparently individual combat drills are bugged. The dwarf gets tired, then doesn't get untired because they're a necromancer and shouldn't get tired to begin with. Also I can't get the military to stay active or spar. I think someone fucked up the alerts.

EDIT: We don't have any flux! Argh!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **TheFlame52** on **May 25, 2017, 07:09:24 pm**

Winter update

- Autodumped a bunch of stuff. There is now far less unreachable junk on the map. I didn't move any cavern corpses, though.
- Autodump destroyed even more stuff. All the large clothes are gone, as are the stray teeth, horns, toes, etc. FPS jumped up a whole tick.
- Pig tails will be grown next year. Turn them into quires, please. I want that necromancy book!
- Some dude got possessed and made a green glass crown. What is it with these people and crowns?
- Cavern zombie population has fucking EXPLODED. There's over a hundred new zombies since autumn.
- I did one more autodump destroy just before spring. Goodbye teeth!
- Silverlock died of old age. OLD AGE. IN A BATTLEFAILED FORT. I FUCKING WIN.

SAVE: <http://dffd.bay12games.com/file.php?id=12930>

Alright, dude who's next. What you need to do is this:

1. Make a little airlock into the third cavern.
2. Stick Senshuken in it.
3. Open the airlock.
4. Tell Senshuken to kill all the zombies.
5. Sit back with your popcorn.

Or just fucking ignore everything and try not to kill the fort. Your choice.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **May 31, 2017, 05:57:20 pm**

I have been informed that it is now my responsibility. Since im not feeling very responsible today, we'll see who survives.

I have begun, and will be working on the proposed plan to eliminate the zombies. The game is running REALLY slowly for me, though, which means this will take a while.

Spoiler: The airlock is prepared and Senshuken is inserted without incident (click to show/hide)

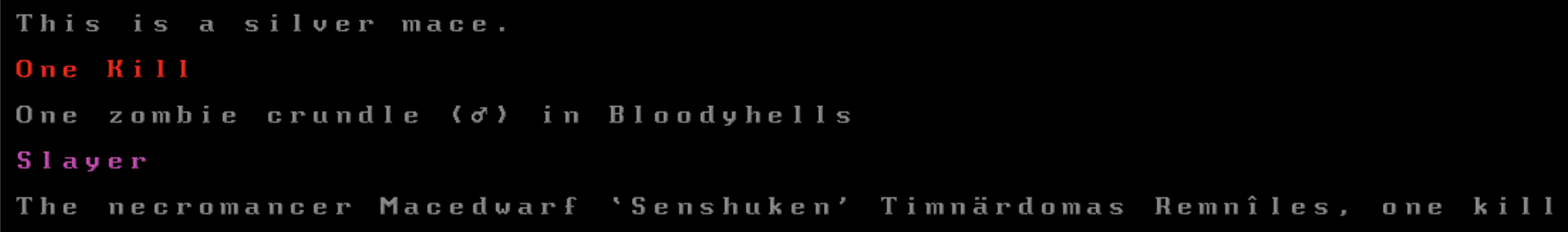


This airlock works with two hatches, so no levers needed, and access runs through a trap hallway I was in the process of setting up last time I played:  
[Spoiler \(click to show/hide\)](#)



This will give us permanent, easily controlled access to the cavern without needing to worry about dwarves scrambling to pull a lever. If for whatever reason both the internal and external hatches are left unlocked and something gets in there are cage traps there to catch vulnerable creatures.

[Spoiler: Senshuken gets to work \(click to show/hide\)](#)



I'm going to autodump-destroy the corpses as she goes, so we dont have to worry about this massive pile of rotting losers occurring again.

This just in: Senshuken is automatically attacking undead without being ordered to. This means she will probably get overwhelmed and killed by some of the bigger clusters of undead. I'm going to try to be careful, but things might not go as planned...  
Not only that, but she is getting tired.  
[Spoiler \(click to show/hide\)](#)





I'm beginning to doubt that she is truly a necromancer. In fact, undead charge right at her once they see her. She will not be able to clear the caverns on her own. The mission will be aborted and a new plan will be concocted.

Continued Journal of Eric, third age 317, Felsite 10

Its been a bad time. True, not like the first, not like when Led ruled in the flesh and then in the bone, but she has so clearly won. I've forgotten just how many bodies I've snatched, how many people I myself have killed just trying to reduce the number of undead under the control of her and the dark gods. In fact, I'm not sure I recall all the names of those gods. Or the demons.

So I came to this place, Bloodyhells, a few years back, snatched the body of some elf that came there thinking it would be a holiday. I actually made out, since I got into a position where I could manage the place for a year. Then I died.

I spent some time in the body of a mercenary out there, put down some undead and learned how to grind the bodies into paste so they could never again be raised. Came back, now in the body of some engraver I've become the overseer again. The place has changed a lot. Not necessarily for the better. Flame was the overseer last here, and had standing orders for Senshuken to clear the caverns. I gave her the chance, it didnt go well. She came back saying the dead saw her as an enemy, despite being a necromancer. She grew tired fighting them. We put it off for another month, and then I asked the entire Night Guard squad to enter the caverns together.

It went well, they put down thirty or so undead, including a cave dragon and several green devourerers, and desecrated the corpses as I instructed them to. They all became tired, though. They were being injured. At one point two of them lost consciousness. They came back. The path seemed clear, safe. But they got split up just so by the trees and stone columns. Then they were ambushed by a gigantic, rotting corpse of an undead, the forgotten beast Aspast Pewsethetnu. It killed them all, and now it is known as Uxurusmo Uktang Xosun, Sweatecho the Crypts of Spurting. Their weapons and armor are down there, their corpses have risen again.

[Spoiler \(click to show/hide\)](#)



I dont understand how, or why, the undead are assaulting necromancers. Why our warriors are growing tired, passing out. This is wrong. I'm going to turn back to the time-honored method of trapping them in cages for later disposal. Shooting them through fortifications. Crushing them beneath bridges. We're dwarves, we can do this. I'm going to finish the trap hallway I started last time.

For the forgotten beast, another trick will be necessary. We'll literally have to drop a block on its head to eliminate it from existence. It wont be easy, but I believe with a piece of artifact furniture and a room setup ahead of time it will be possible.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Eric Blank** on **June 05, 2017, 03:56:38 pm**

Bad news guys; the save game has corrupted or something and cant be loaded. DF crashes whenever I try to load it. Other games' saves are still working fine, but it looks like I'm either going to have to skip my turn or restart from the beginning, and I'm leaning towards skipping. I've got work for the rest of the week and not much chance to play anyway. So let the next person go, maybe they'll have better luck not corrupting the save

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **DoritioMaster** on **June 18, 2017, 11:26:28 pm**

Ok, I think that puterking is next then Evaris and Kamani, and then we're out of folks. Come on guys! Drum up some more dwarves. Unfortunate that the save went south. Thanks for trying Eric!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Evaris** on **June 19, 2017, 10:22:07 am**

Wait, is it seriously looking like I'll get a turn? I could have sworn it should have been impossible with how many people were before me in line.



Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **DoritioMaster** on **June 24, 2017, 07:34:29 am**

Well, puterking is back around, so don't count your socks yet Evaris, but yeah, we've managed to kill the frame rate, but not the fort!

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **puterking** on **June 24, 2017, 08:04:34 am**

I think it goes without saying that I have some reading up to do.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Evaris** on **July 10, 2017, 11:22:20 pm**

So it's been a few weeks, anything been happening?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Spish** on **July 12, 2017, 03:18:56 am**

The fortress is approaching unplayable levels of FPS death for no apparent reason, and I'm not sure how to reverse it anymore. I'm trying to stay motivated to fix this but it's looking pretty grim.

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Evaris** on **July 13, 2017, 07:29:03 pm**

Quote from: Spish on July 12, 2017, 03:18:56 am  
The fortress is approaching unplayable levels of FPS death for no apparent reason, and I'm not sure how to reverse it anymore. I'm trying to stay motivated to fix this but it's looking pretty grim.

Soon..



Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Evaris** on **August 04, 2017, 04:39:34 pm**

So we've hit august, did the guy before me kick the bucket?

Title: **Re: Bloodyhells - Succession: Battlefailed #5 (42.06)**  
Post by: **Imic** on **August 08, 2017, 01:16:15 am**

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